IDW

33

COVER A

SONIC™ THE HEDGEHOG

STANLEY · GRAHAM

GO SEGA

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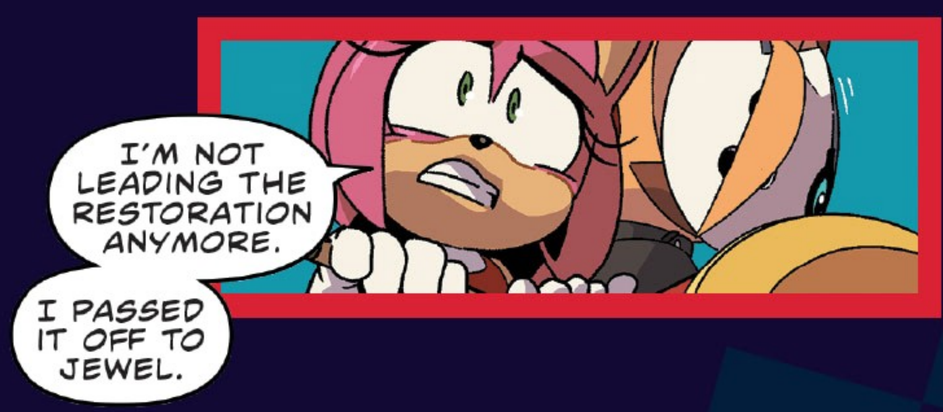
STORY SO FAR


I'M NOT LEADING THE RESTORATION ANYMORE.
I PASSED IT OFF TO JEWEL.

TREMBLE IN FEAR, FOOLS! I AM DR. EGGMAN--GREATEST OF PARTY CRASHERS IN THE FIERCEST OF PARTY CRUSHERS!

UNLEASHING STOCKPILED WRATH!

AMMO DEPLETED.
S'ALL GOOD, MAN. YOU DID YOUR PART.
DO NOT PATRONIZE ME.

IT'S GOOD TO BE BACK. GOOD TO BE HEALTHY.
I HOPE SILVER AND BLAZE CAN COME BACK AND NOT HAVE TO DEAL WITH SOME KIND OF DISASTER.

...TIME TO FIND OUT WHAT COMES NEXT!

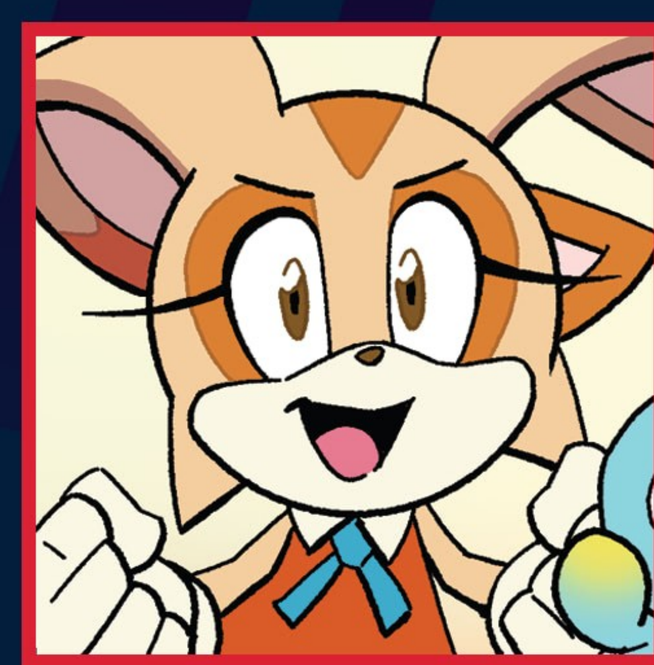
SONIC THE HEDGEHOG
The Blue Blur.
Fastest Thing Alive.

AMY ROSE
Adventure-ready heroine.
The chaperone.

MILES "TAILS" PROWER
Boy genius.
The brains.

ROUGE THE BAT
Treasure-loving spy.
The swindler.

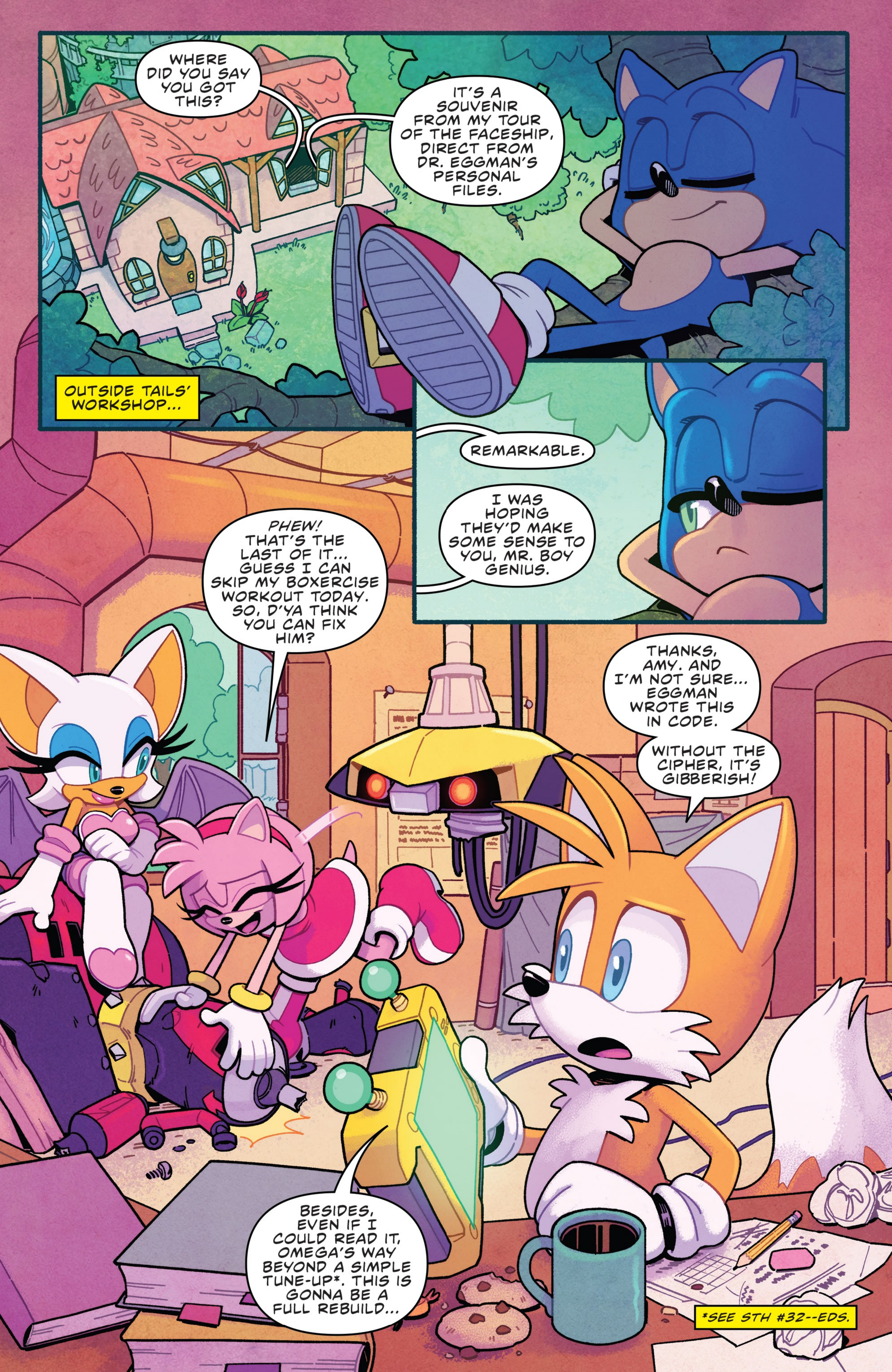
E-123 OMEGA
Damaged robot.
Stuck in a bag.

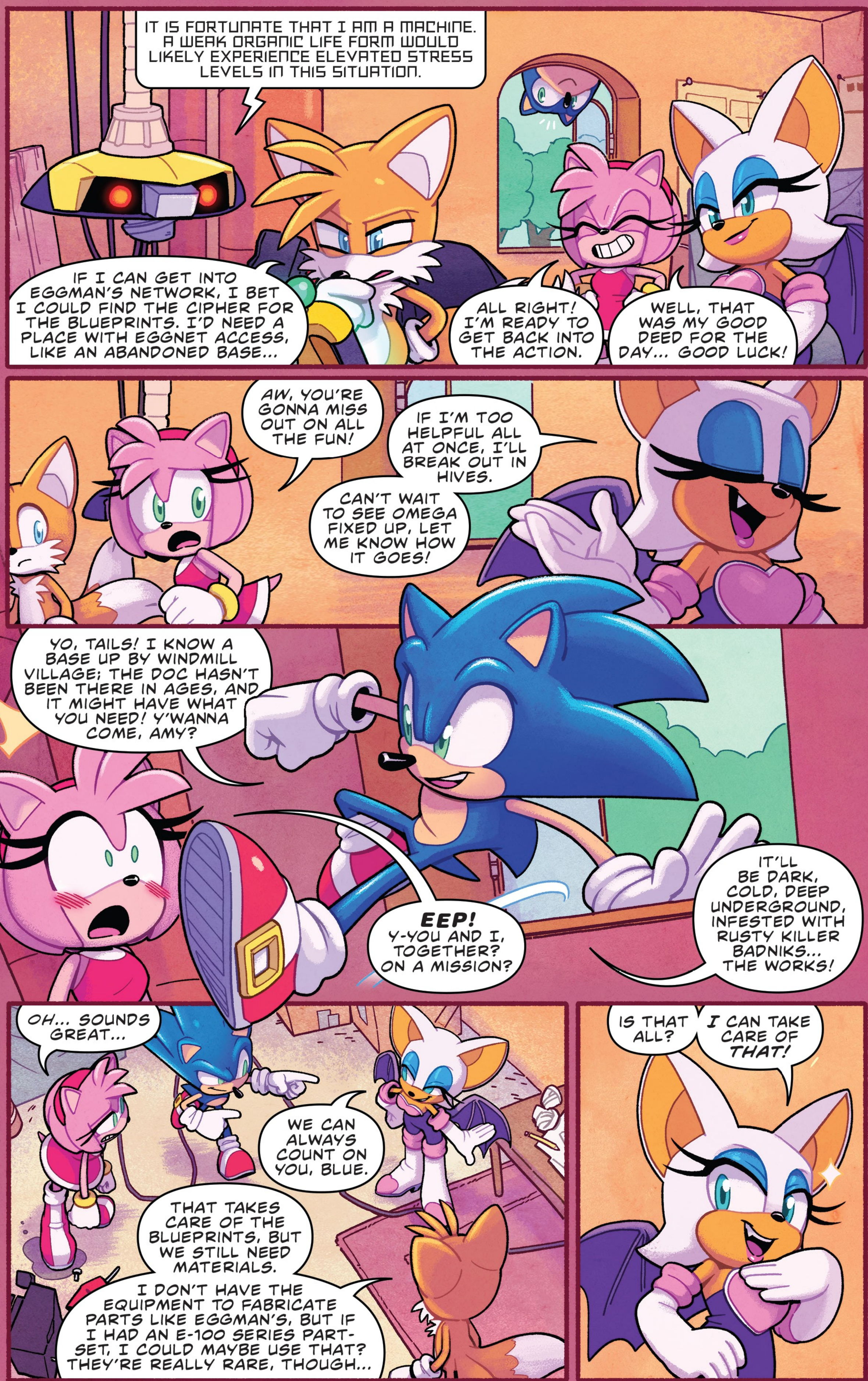


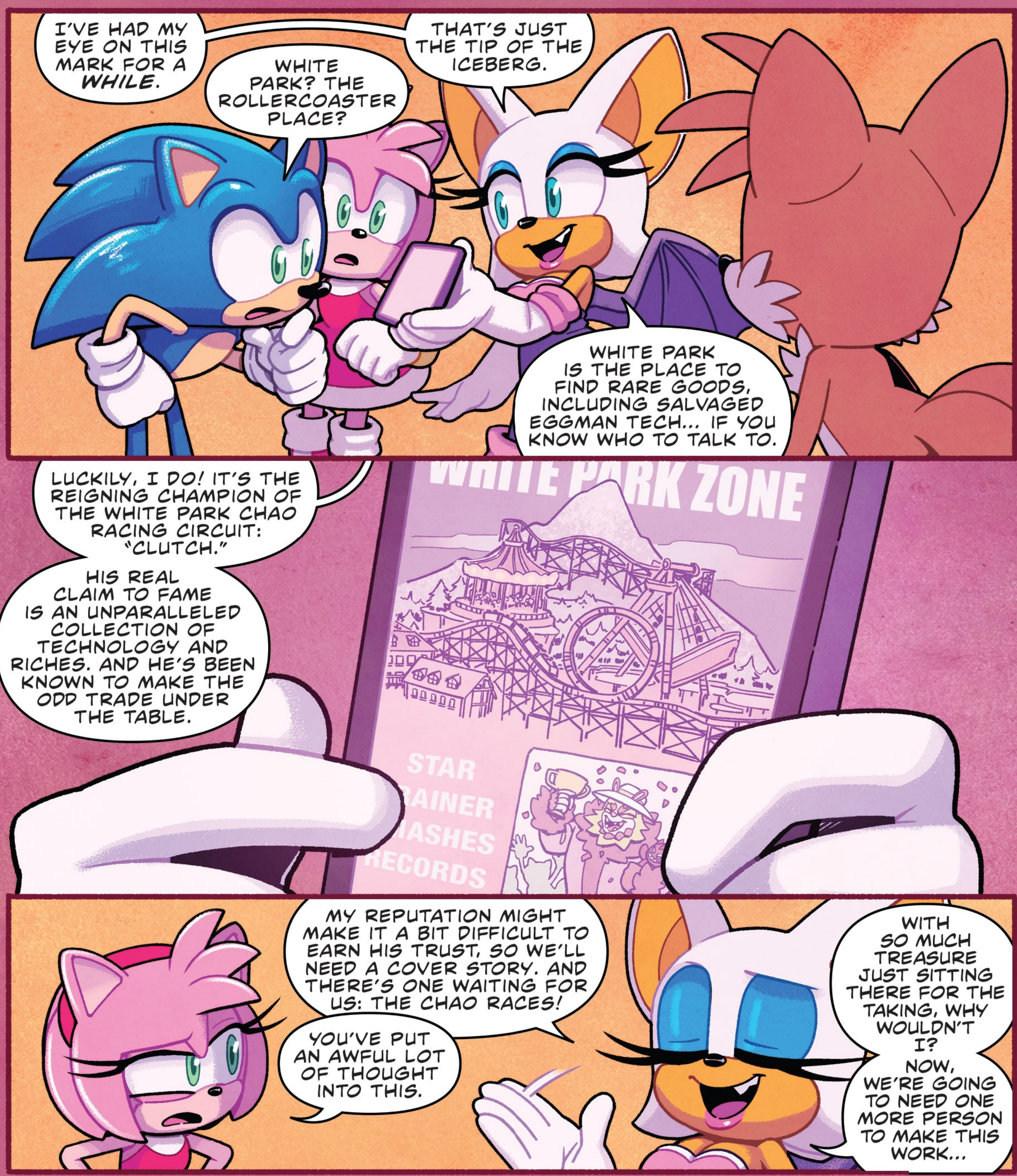
CREAM THE RABBIT
Compassionate heroine.
The cutest thing alive.

CHEESE
Excitable chao.
The tiny sidekick.

GEMERL
Reformed Robot.
The muscle.

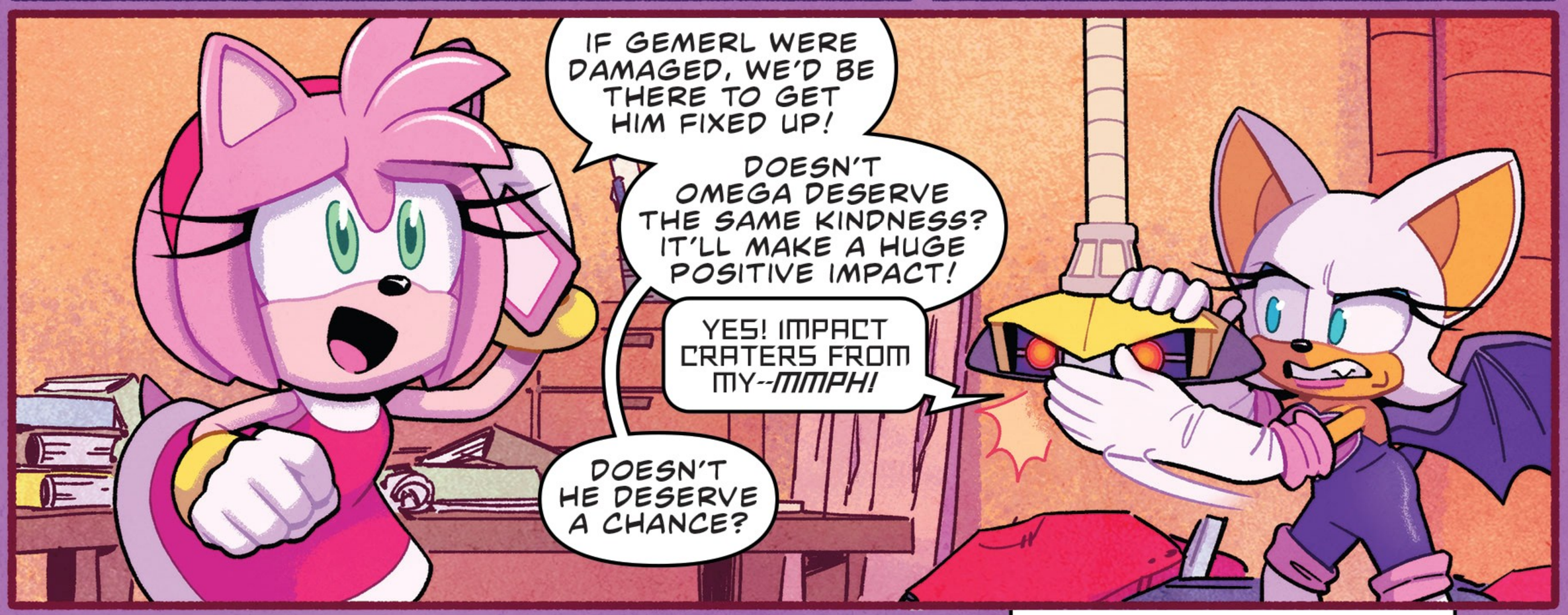

WHERE DID YOU SAY YOU GOT THIS?
IT'S A SOUVENIR FROM MY TOUR OF THE FACESHIP, DIRECT FROM DR. EGGMAN'S PERSONAL FILES.
OUTSIDE TAILS' WORKSHOP...
REMARKABLE.
I WAS HOPING THEY'D MAKE SOME SENSE TO YOU, MR. BOY GENIUS.
PHEW! THAT'S THE LAST OF IT... GUESS I CAN SKIP MY BOXERCISE WORKOUT TODAY. SO, D'YA THINK YOU CAN FIX HIM?
THANKS, AMY. AND I'M NOT SURE... EGGMAN WROTE THIS IN CODE.
WITHOUT THE CIPHER, IT'S GIBBERISH!
BESIDES, EVEN IF I COULD READ IT, OMEGA'S WAY BEYOND A SIMPLE TUNE-UP*. THIS IS GONNA BE A FULL REBUILD...
*SEE STH #32--EDS.

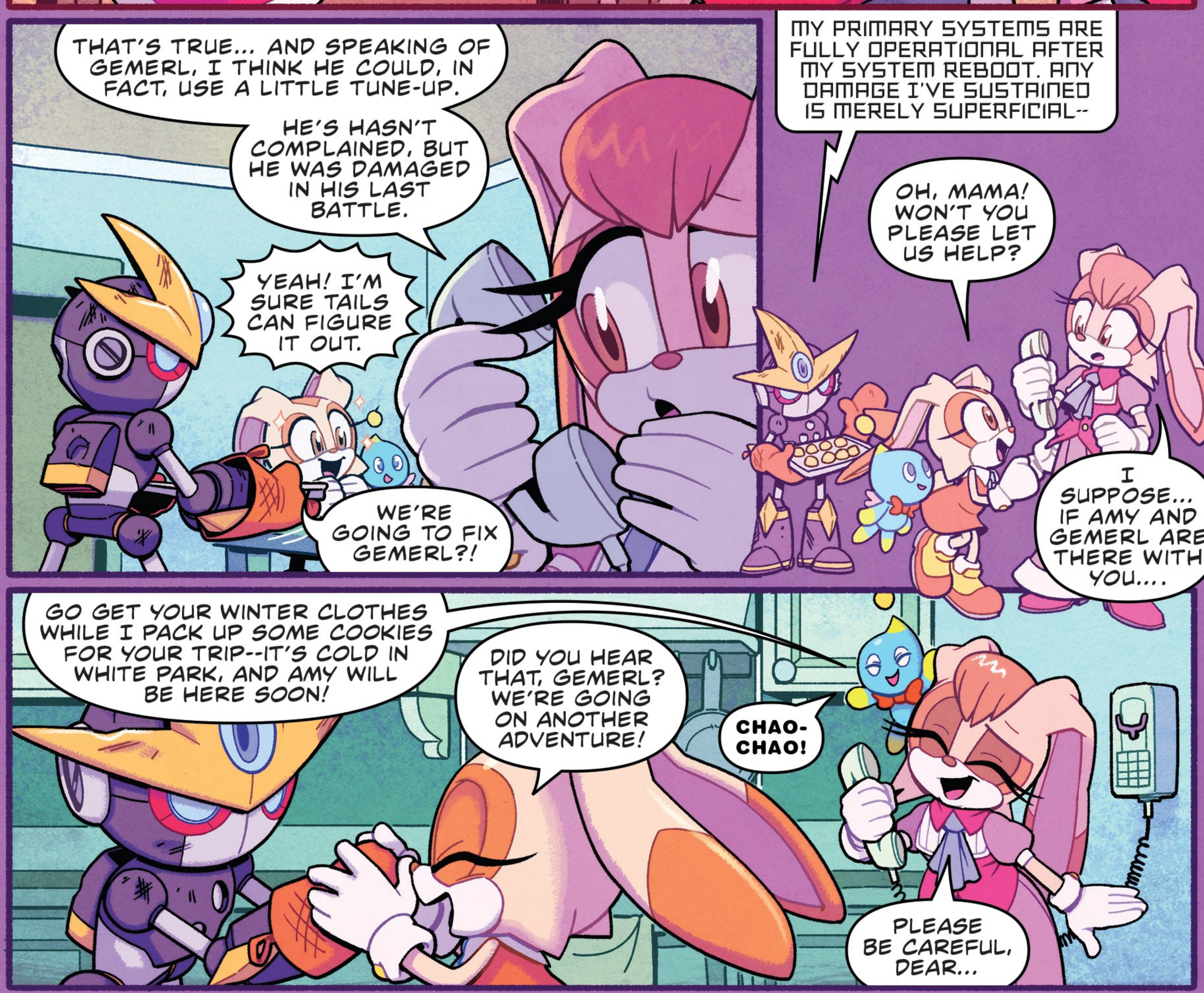

IT IS FORTUNATE THAT I AM A MACHINE. A WEAK ORGANIC LIFE FORM WOULD LIKELY EXPERIENCE ELEVATED STRESS LEVELS IN THIS SITUATION.
IF I CAN GET INTO EGGMAN'S NETWORK, I BET I COULD FIND THE CIPHER FOR THE BLUEPRINTS. I'D NEED A PLACE WITH EGGNET ACCESS, LIKE AN ABANDONED BASE...
ALL RIGHT! I'M READY TO GET BACK INTO THE ACTION.
WELL, THAT WAS MY GOOD DEED FOR THE DAY... GOOD LUCK!
AW, YOU'RE GONNA MISS OUT ON ALL THE FUN!
IF I'M TOO HELPFUL ALL AT ONCE, I'LL BREAK OUT IN HIVES.
CAN'T WAIT TO SEE OMEGA FIXED UP, LET ME KNOW HOW IT GOES!
YO, TAILS! I KNOW A BASE UP BY WINDMILL VILLAGE; THE DOC HASN'T BEEN THERE IN AGES, AND IT MIGHT HAVE WHAT YOU NEED! Y'WANNA COME, AMY?
EEP! Y-YOU AND I, TOGETHER? ON A MISSION?
IT'LL BE DARK, COLD, DEEP UNDERGROUND, INFESTED WITH RUSTY KILLER BADNIKS... THE WORKS!
OH... SOUNDS GREAT...
WE CAN ALWAYS COUNT ON YOU, BLUE.
THAT TAKES CARE OF THE BLUEPRINTS, BUT WE STILL NEED MATERIALS.
I DON'T HAVE THE EQUIPMENT TO FABRICATE PARTS LIKE EGGMAN'S, BUT IF I HAD AN E-100 SERIES PART-SET, I COULD MAYBE USE THAT? THEY'RE REALLY RARE, THOUGH...
IS THAT ALL?
I CAN TAKE CARE OF THAT!


I'VE HAD MY EYE ON THIS MARK FOR A WHILE.
WHITE PARK? THE ROLLERCOASTER PLACE?
THAT'S JUST THE TIP OF THE ICEBERG.
WHITE PARK IS THE PLACE TO FIND RARE GOODS, INCLUDING SALVAGED EGGMAN TECH... IF YOU KNOW WHO TO TALK TO.
LUCKILY, I DO! IT'S THE REIGNING CHAMPION OF THE WHITE PARK CHAO RACING CIRCUIT: "CLUTCH."
HIS REAL CLAIM TO FAME IS AN UNPARALLELED COLLECTION OF TECHNOLOGY AND RICHES. AND HE'S BEEN KNOWN TO MAKE THE ODD TRADE UNDER THE TABLE.
WHITE PARK ZONE
STAR
RAINER
ASHES
RECORDS
MY REPUTATION MIGHT MAKE IT A BIT DIFFICULT TO EARN HIS TRUST, SO WE'LL NEED A COVER STORY. AND THERE'S ONE WAITING FOR US: THE CHAO RACES!
YOU'VE PUT AN AWFUL LOT OF THOUGHT INTO THIS.
WITH SO MUCH TREASURE JUST SITTING THERE FOR THE TAKING, WHY WOULDN'T I?
NOW, WE'RE GOING TO NEED ONE MORE PERSON TO MAKE THIS WORK...
Long Time No See
FLORAL FOREST: VANILLA'S HOUSE.
HELLO! MAY I ASK WHO IS CALLING?
ARE YOU SURE ABOUT THIS?
YOU'RE STILL WELCOME TO JOIN THE BOYS IN THAT DARK, DANK ABANDONED LAIR.
...FAIR ENOUGH.

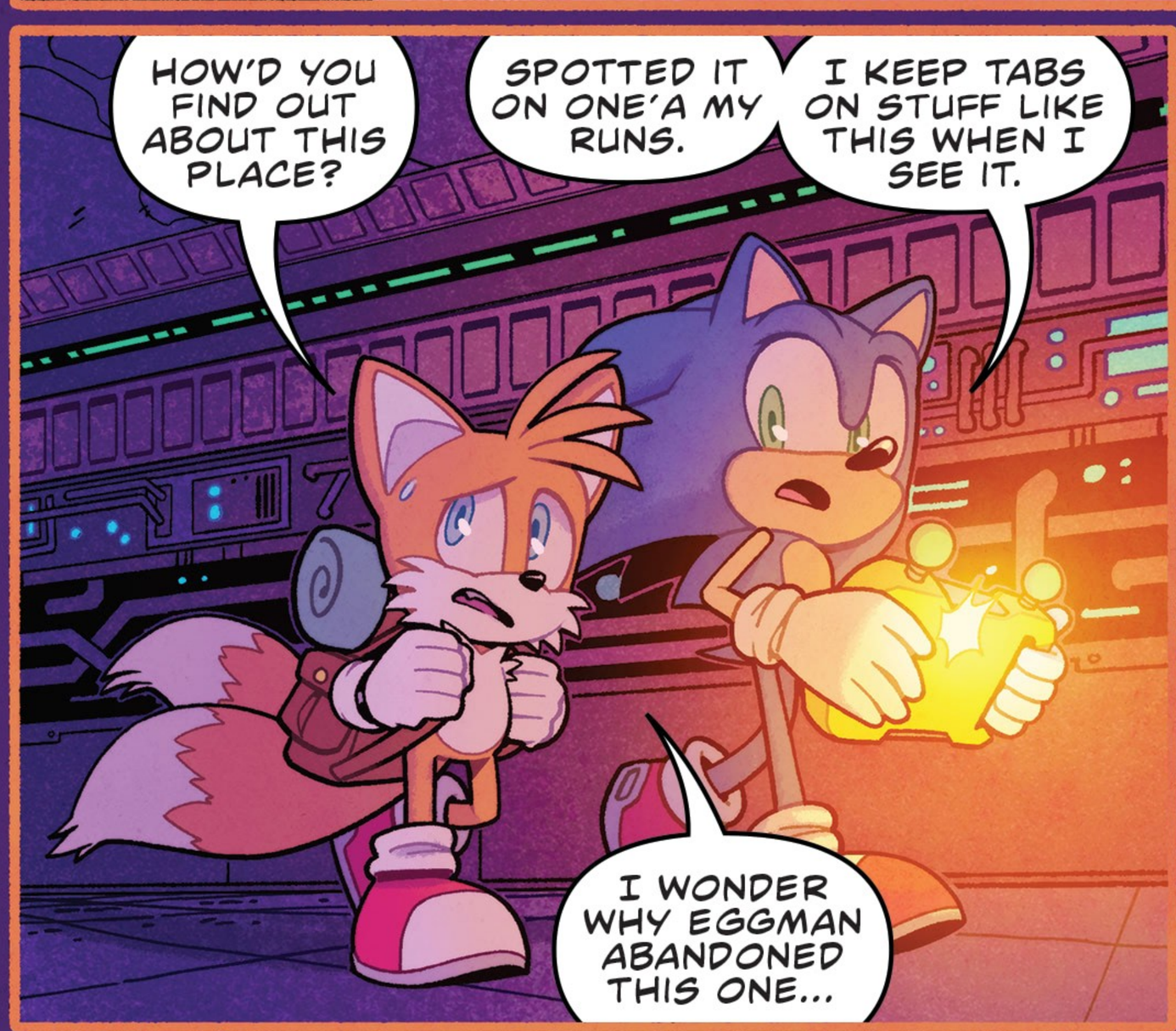
MS. AMY! WHAT CAN I DO FOR YOU TODAY?

CREAM? IN WHITE PARK?
CHAO RACING? OH, MY, I DON'T KNOW...

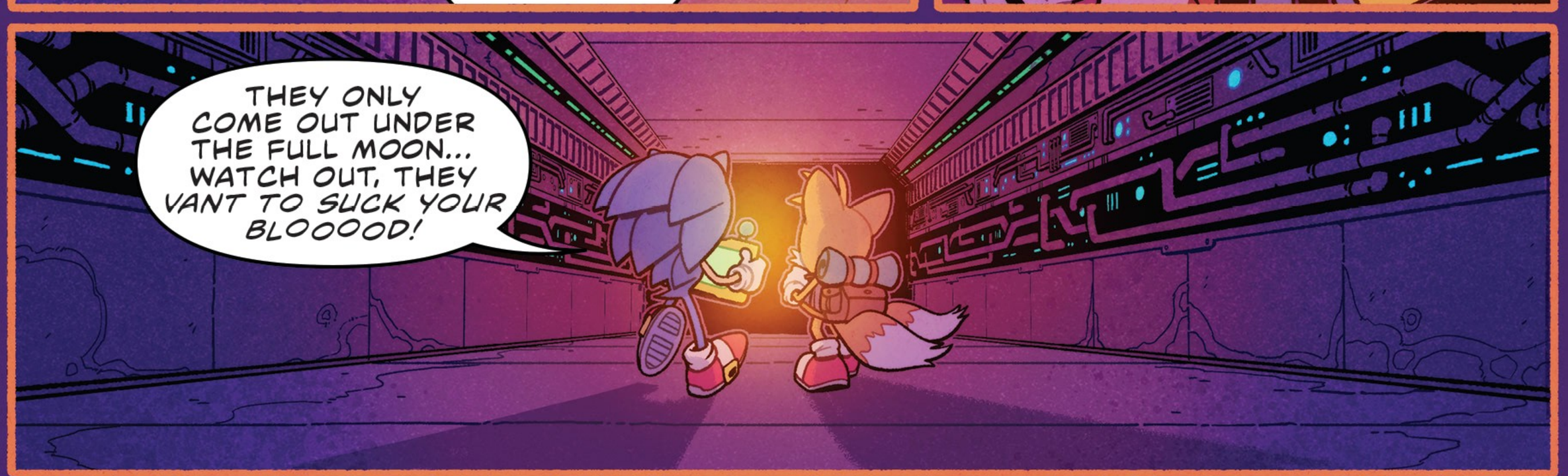

IF GEMERL WERE DAMAGED, WE'D BE THERE TO GET HIM FIXED UP!
DOESN'T OMEGA DESERVE THE SAME KINDNESS? IT'LL MAKE A HUGE POSITIVE IMPACT!
YES! IMPACT CRATERS FROM MY--MMPH!
DOESN'T HE DESERVE A CHANCE?

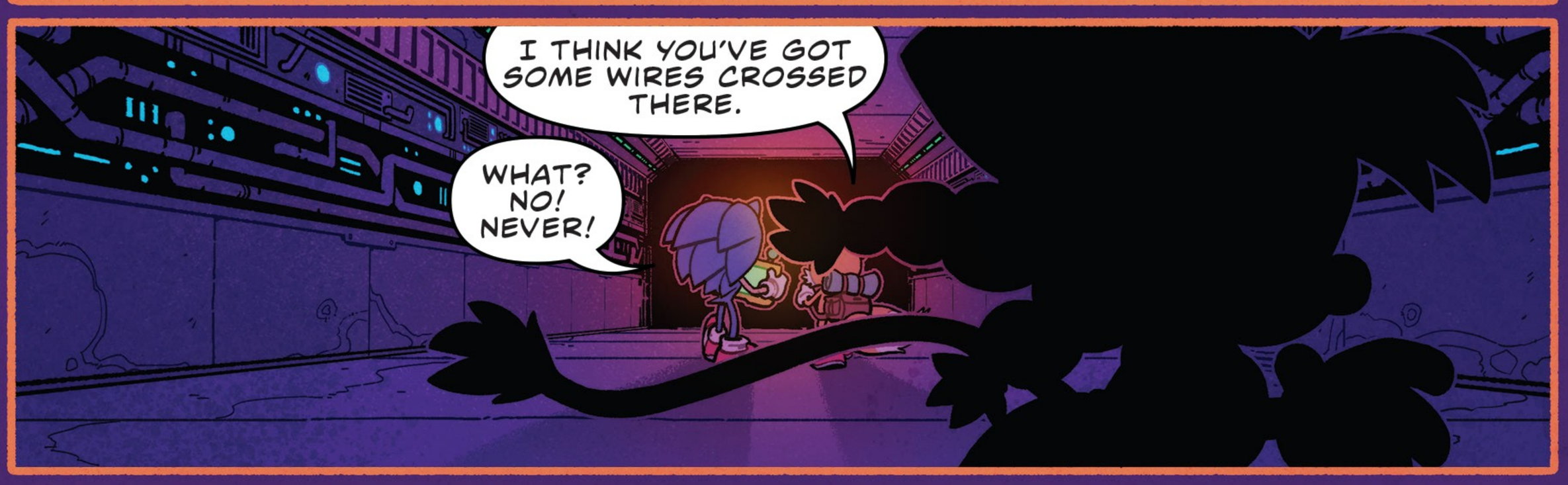

THAT'S TRUE... AND SPEAKING OF GEMERL, I THINK HE COULD, IN FACT, USE A LITTLE TUNE-UP.
HE'S HASN'T COMPLAINED, BUT HE WAS DAMAGED IN HIS LAST BATTLE.
YEAH! I'M SURE TAILS CAN FIGURE IT OUT.
WE'RE GOING TO FIX GEMERL?!
MY PRIMARY SYSTEMS ARE FULLY OPERATIONAL AFTER MY SYSTEM REBOOT. ANY DAMAGE I'VE SUSTAINED IS MERELY SUPERFICIAL--
OH, MAMA! WON'T YOU PLEASE LET US HELP?
I SUPPOSE... IF AMY AND GEMERL ARE THERE WITH YOU....
GO GET YOUR WINTER CLOTHES WHILE I PACK UP SOME COOKIES FOR YOUR TRIP--IT'S COLD IN WHITE PARK, AND AMY WILL BE HERE SOON!
DID YOU HEAR THAT, GEMERL? WE'RE GOING ON ANOTHER ADVENTURE!
CHAO-CHAO!
PLEASE BE CAREFUL, DEAR...

THE FOREST, NEAR WINDMILL VILLAGE.
"...YOU KNOW HOW DANGEROUS THESE ADVENTURES CAN BE!"


HOW'D YOU FIND OUT ABOUT THIS PLACE?
SPOTTED IT ON ONE'A MY RUNS.
I KEEP TABS ON STUFF LIKE THIS WHEN I SEE IT.
I WONDER WHY EGGMAN ABANDONED THIS ONE...

MAYBE IT WAS TAKEN OVER BY GHOST BADNIKS!
AH, STOP IT!


THEY ONLY COME OUT UNDER THE FULL MOON... WATCH OUT, THEY VANT TO SUCK YOUR BLOOOOD!


I THINK YOU'VE GOT SOME WIRES CROSSED THERE.
WHAT? NO! NEVER!

AHA, THERE'S ONE!

UMPH-- ONE WHAT?

A COMPUTER TERMINAL!

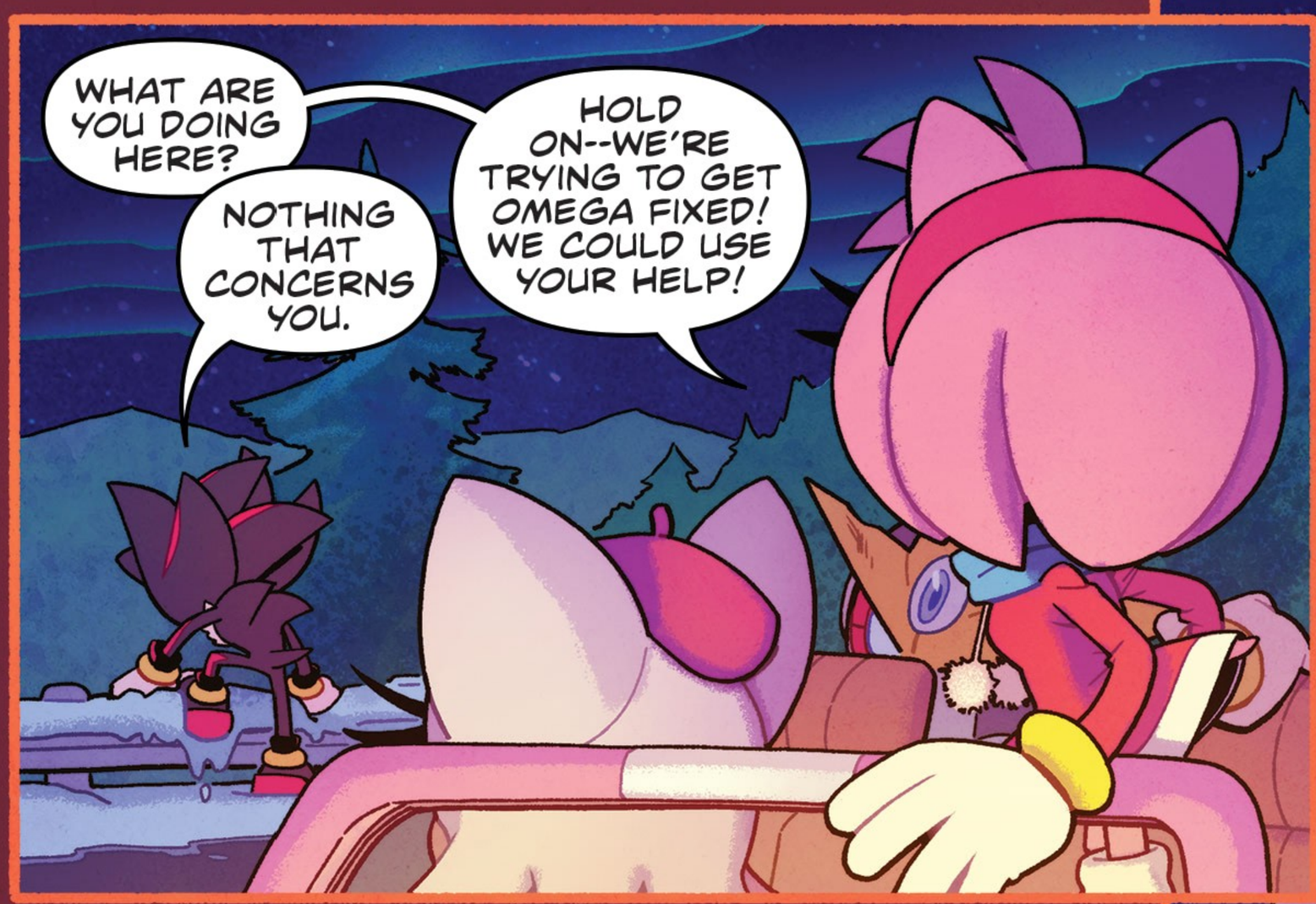
ONCE WE GET SOME BACKUP POWER GOING, I SHOULD BE ABLE TO ACCESS THE EGGNET FROM HERE.

SLAM

YEESH. I TAKE IT BACK ABOUT THE GHOST BADNIKS, THIS IS PLENTY CREEPY AS-IS.

AT LEAST WE'LL HAVE COMPANY...

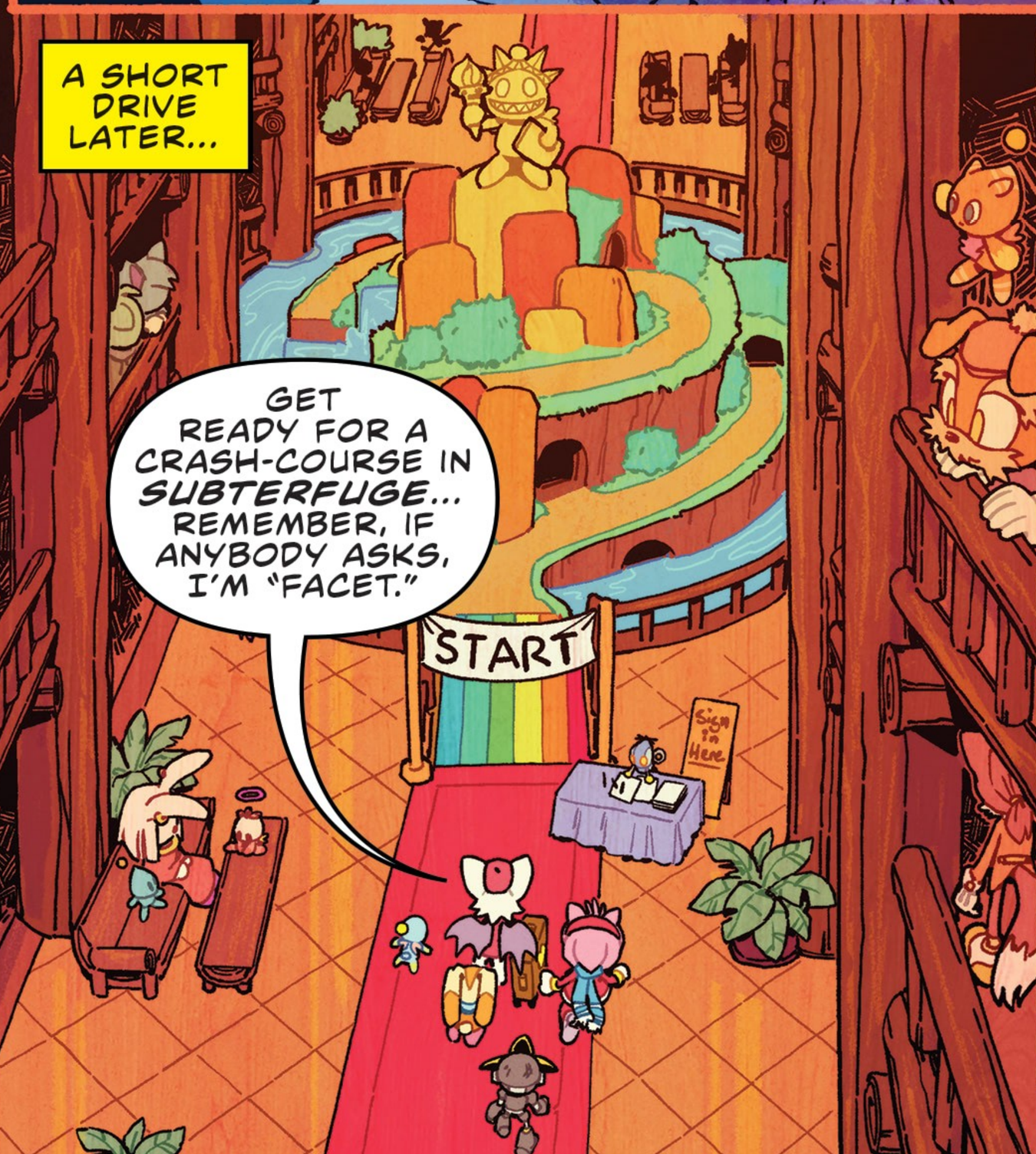
MEANWHILE...
THERE IT IS--WHITE PARK!
WOW, IT'S SO PRETTY!
BREATHTAKING VIEWS, LUXURY ACCOMODATIONS, AND A SECRET TREASURE HOARD WAITING TO BE FOUND... WHAT MORE COULD A GIRL ASK FOR?
AMY-01
I KNOW THIS ISN'T TECHNICALLY A VACATION, BUT IT'S A NICE CHANGE AFTER ALL THAT TIME PUSHING PAPERS AT RESTORATION HQ...
!!!
SCREEE
EEEEE
WHUH-- SHADOW?!
HOW 'BOUT THAT? HEY THERE, HANDSOME.
TCH-- TYPICAL.

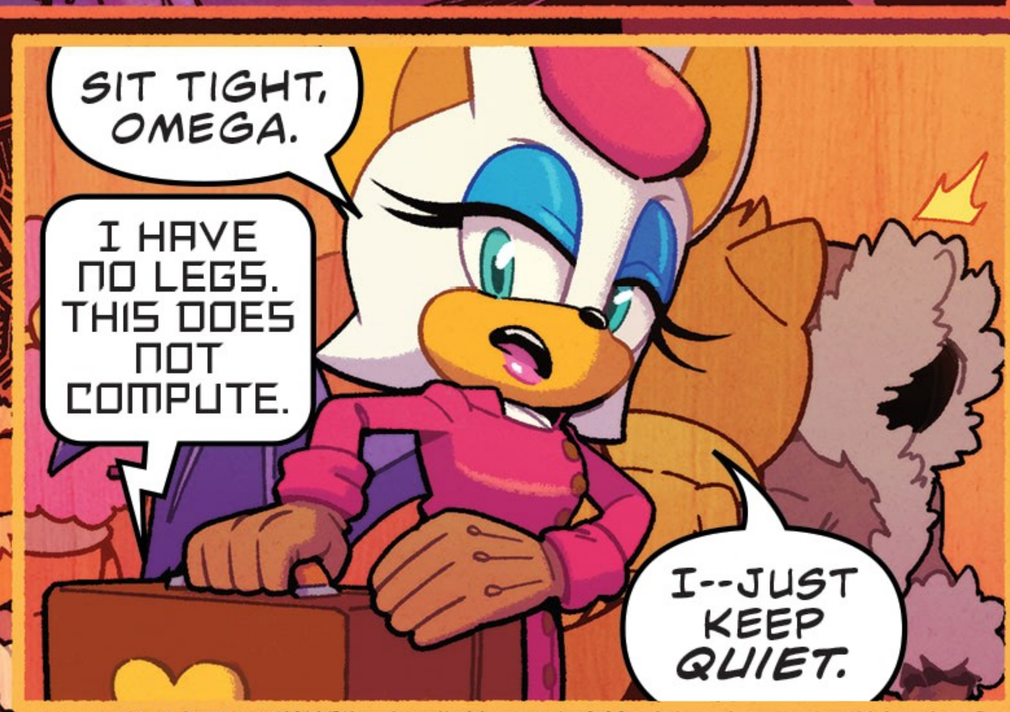

WHAT ARE YOU DOING HERE?
NOTHING THAT CONCERNS YOU.
HOLD ON--WE'RE TRYING TO GET OMEGA FIXED! WE COULD USE YOUR HELP!

...NOT INTERESTED.

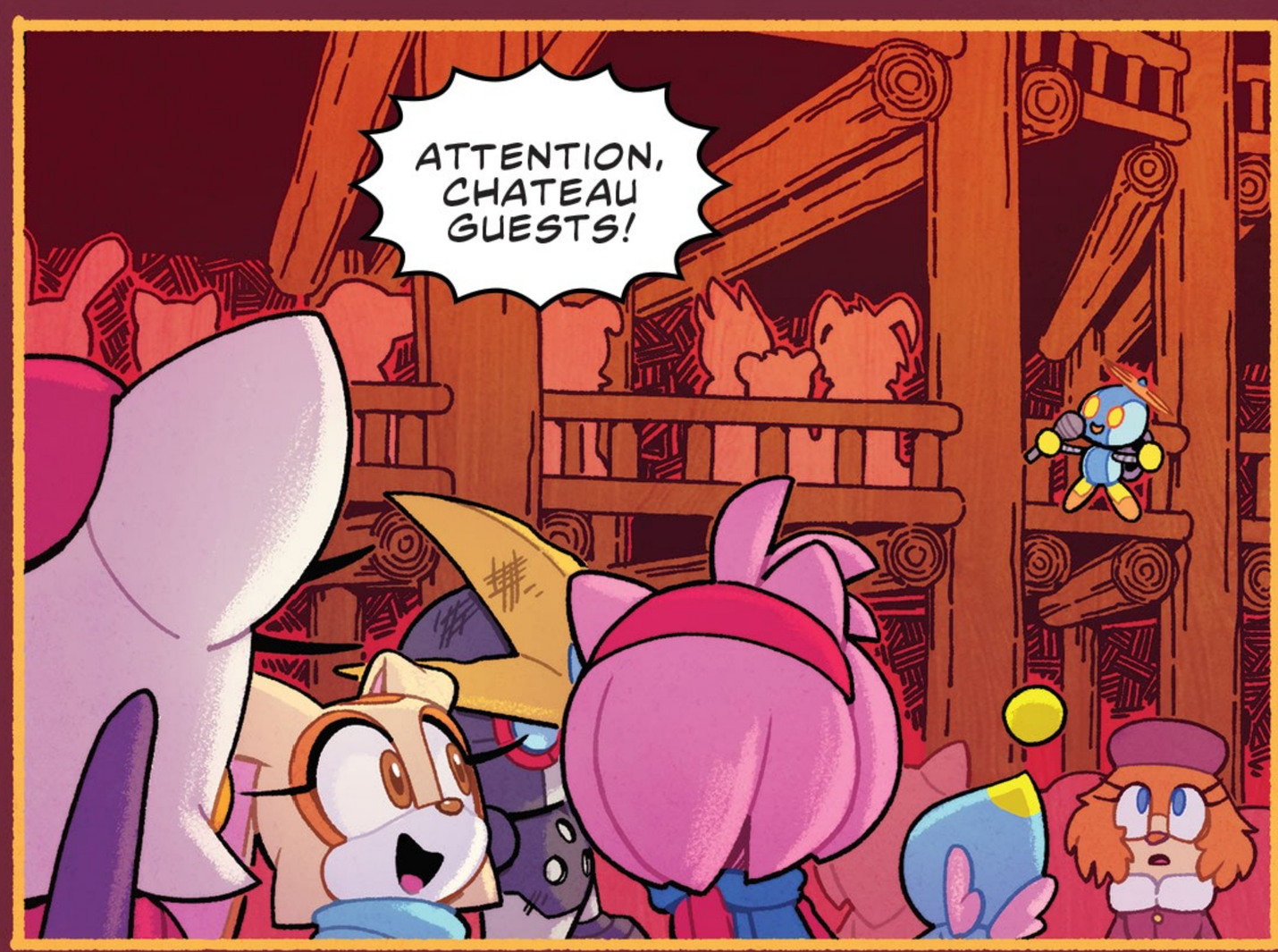
UGH! WHY'S HE GOTTA BE SUCH A GRUMP?
DON'T TAKE IT PERSONALLY... THAT WAS POLITE, FOR HIM.

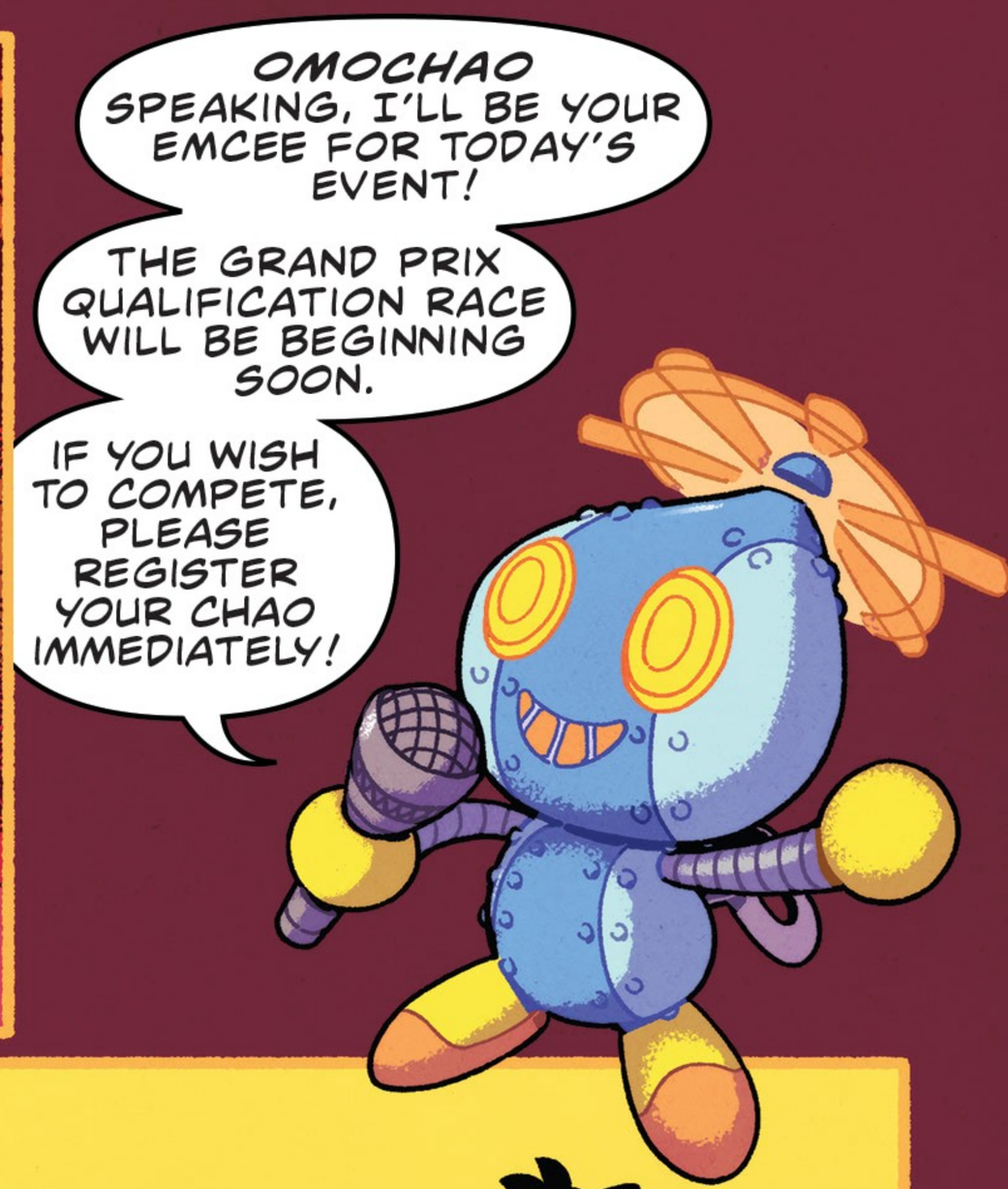
"BESIDES, SOMETHING TELLS ME WE'LL BE SEEING HIM AGAIN."


A SHORT DRIVE LATER...
GET READY FOR A CRASH-COURSE IN SUBTERFUGE... REMEMBER, IF ANYBODY ASKS, I'M "FACET."
START
Sign in Here


SIT TIGHT, OMEGA.
I HAVE NO LEGS. THIS DOES NOT COMPUTE.
I--JUST KEEP QUIET.

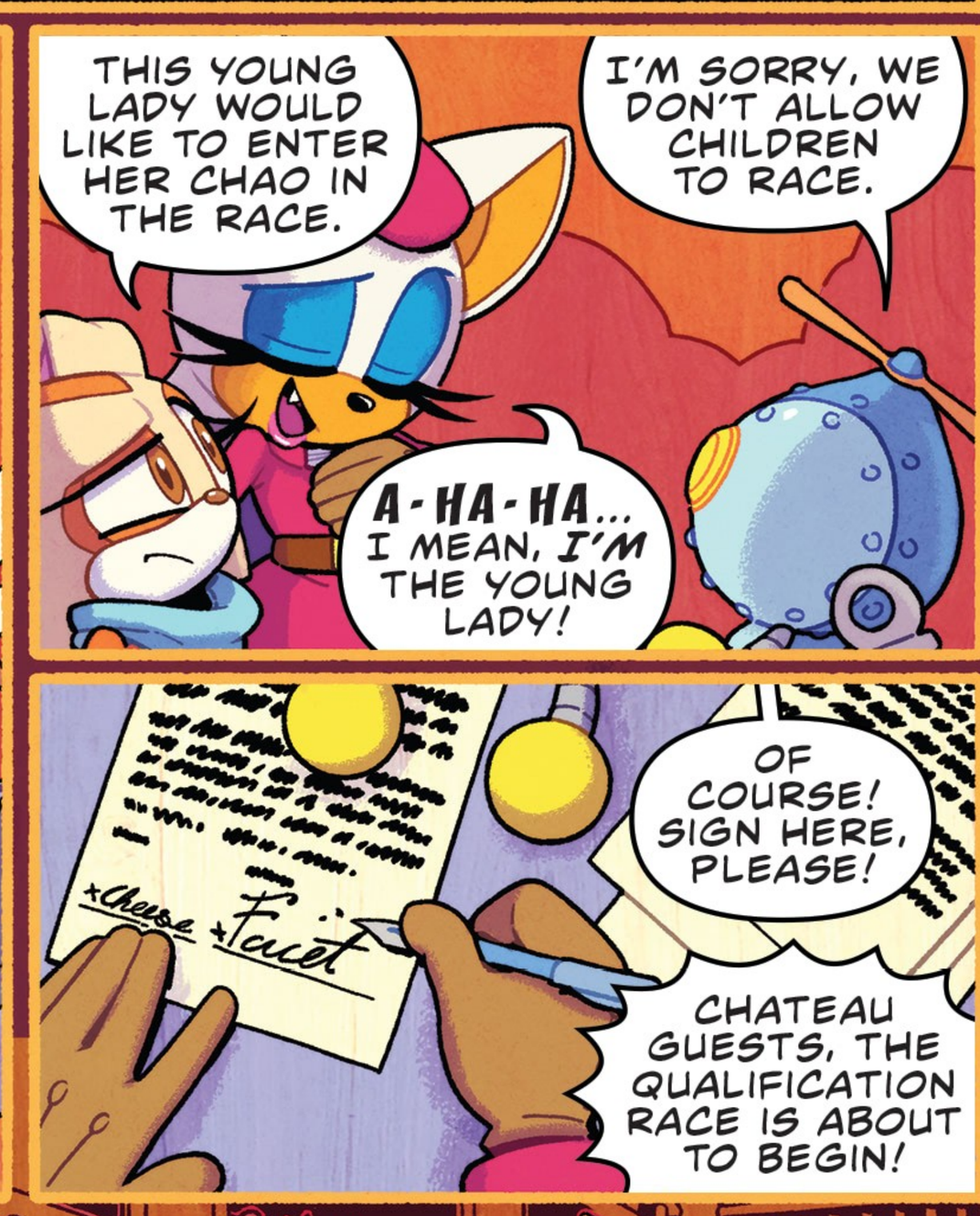
FOLLOW MY LEAD AND ACT NATURAL. WITH ANY LUCK, NOBODY WILL KNOW WE WERE EVER HERE.


ATTENTION, CHATEAU GUESTS!


OMOCHAO SPEAKING, I'LL BE YOUR EMCEE FOR TODAY'S EVENT!
THE GRAND PRIX QUALIFICATION RACE WILL BE BEGINNING SOON.
IF YOU WISH TO COMPETE, PLEASE REGISTER YOUR CHAO IMMEDIATELY!

BETTER GET YOU TWO SIGNED UP!
I'LL FIND US A GOOD SPOT TO WATCH FROM!

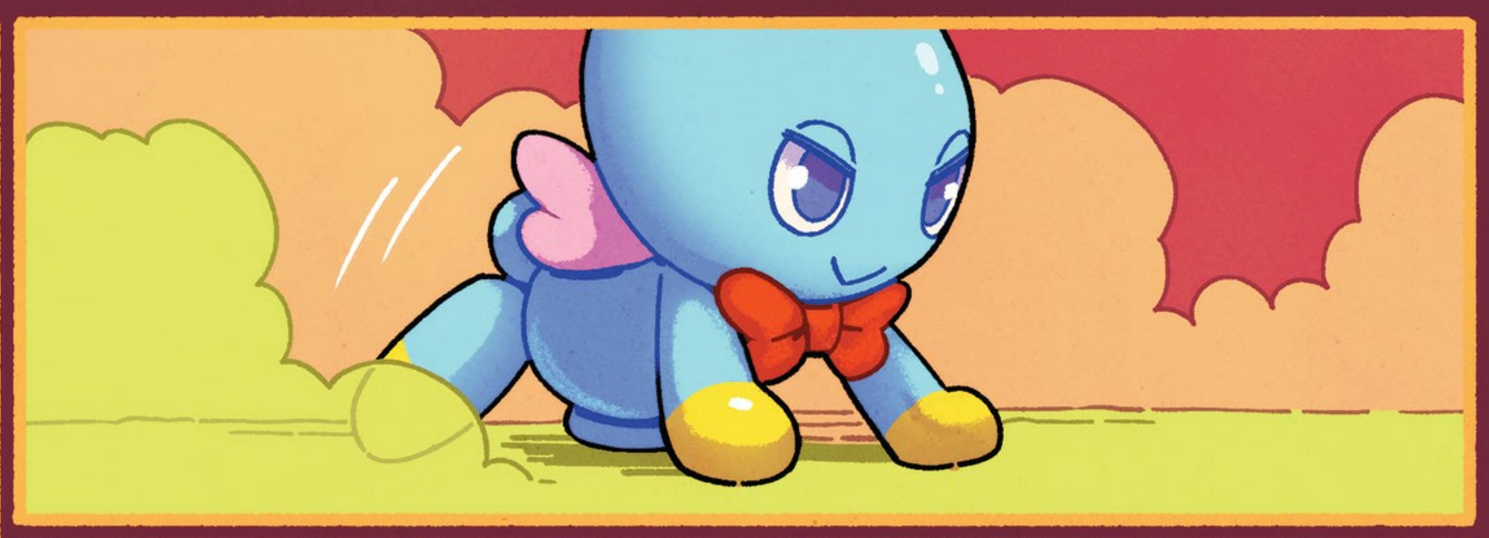
EXCUSE ME, THIS DEAR LITTLE GIRL IS SO EXCITED TO ENTER THE RACE, SHE SIMPLY CANNOT WAIT! DO YOU MIND IF WE...?
AREN'T YOU THE CUTEST-- SURE!

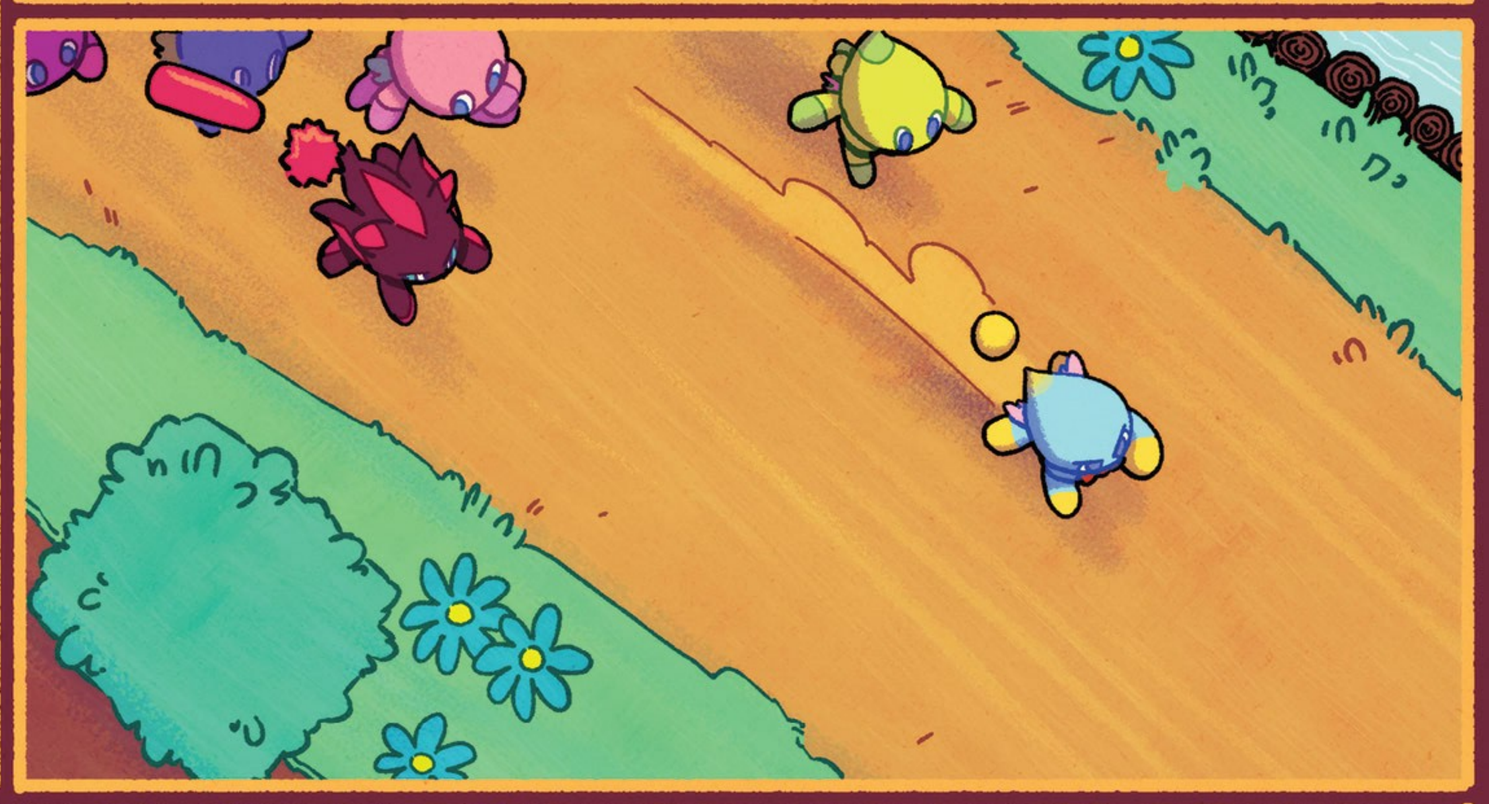

THIS YOUNG LADY WOULD LIKE TO ENTER HER CHAO IN THE RACE.
I'M SORRY, WE DON'T ALLOW CHILDREN TO RACE.
A-HA-HA... I MEAN, I'M THE YOUNG LADY!
OF COURSE! SIGN HERE, PLEASE!
CHATEAU GUESTS, THE QUALIFICATION RACE IS ABOUT TO BEGIN!

THE FIRST 50 CHAO TO CROSS THE FINISH LINE WILL BE ENTERED IN OUR GRAND PRIX, STARTING TOMORROW.
GOOD LUCK, AND HAPPY RACING!
GOOD LUCK, CHEESE!

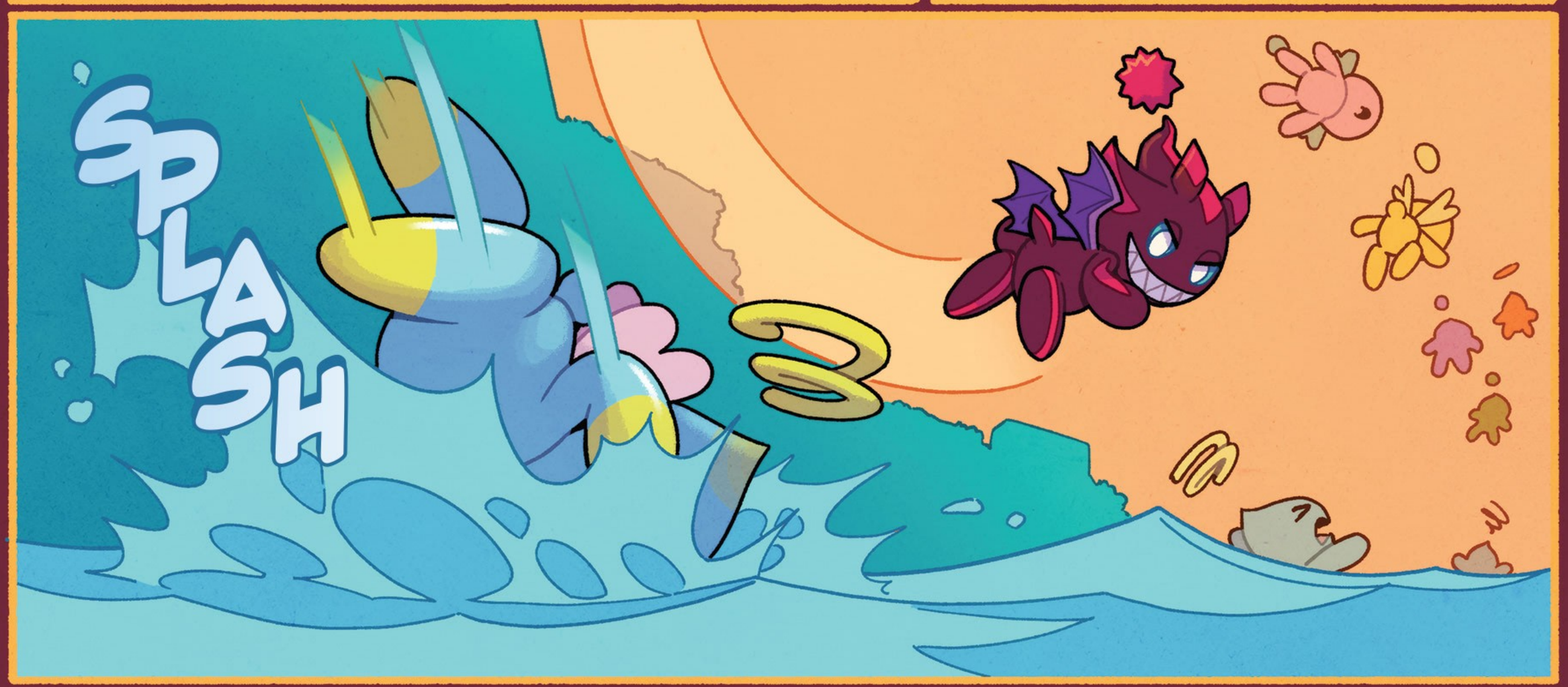
MS. ROUGE, WHY DID YOU LIE? IT'S NOT NICE TO NOT TELL THE TRUTH!
THAT'S "MS. FACET," AND DON'T WORRY ABOUT IT.
A LITTLE WHITE LIE WON'T HURT THEM.
AH! LOOK, THERE'S CHEESE!
PREDISPOSITION TOWARDS DECEPTION: *NOTED*.
YOU'RE NO FUN.
HEADS UP, THERE'S OUR MAN...
CLUTCH?
IF THE DESCRIPTIONS I'VE HEARD ARE TO BE BELIEVED, THOUGH I WASN'T PREPARED FOR QUITE SO MUCH *HAIR*.
FWEEET
CHAOOH!

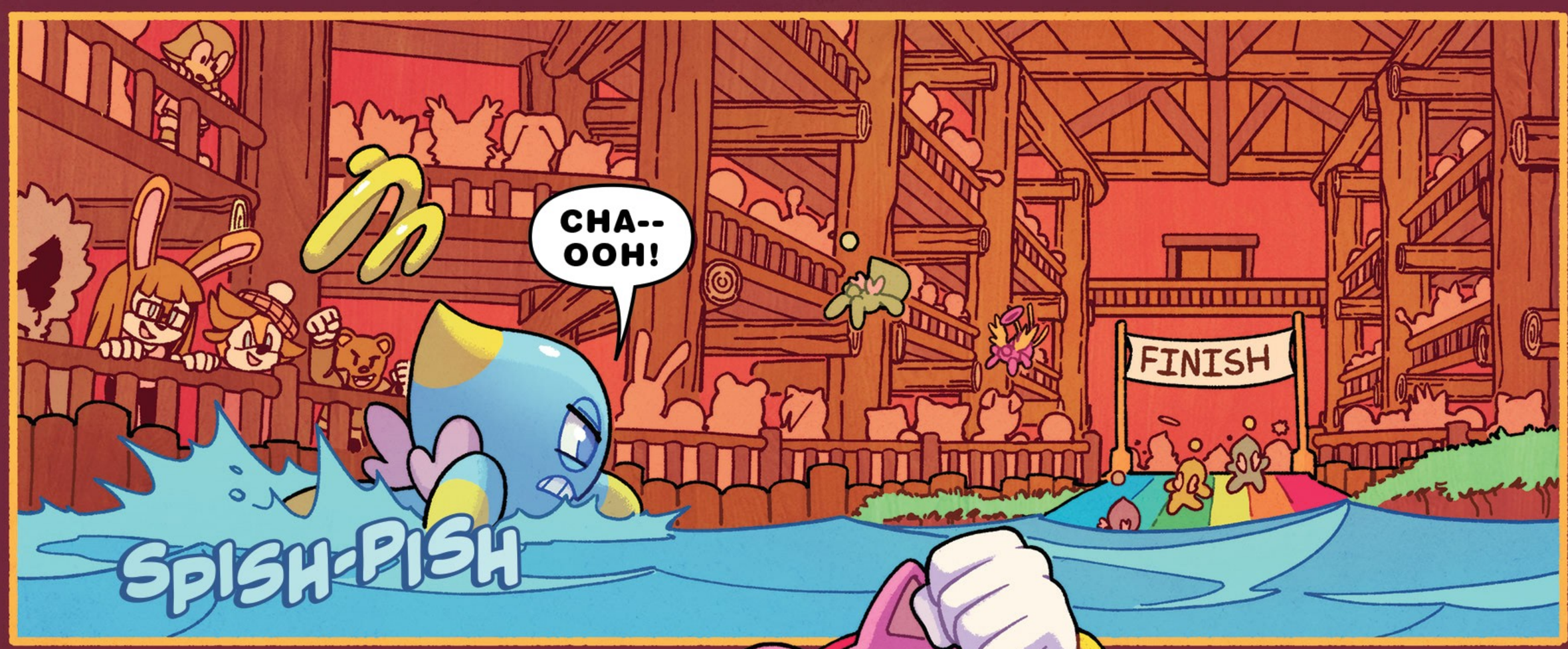
OH, I DO HOPE THEY'RE OKAY...
PLEASE DON'T GIVE UP, CHEESE! YOU CAN CATCH UP IN THE FLYING SECTION!

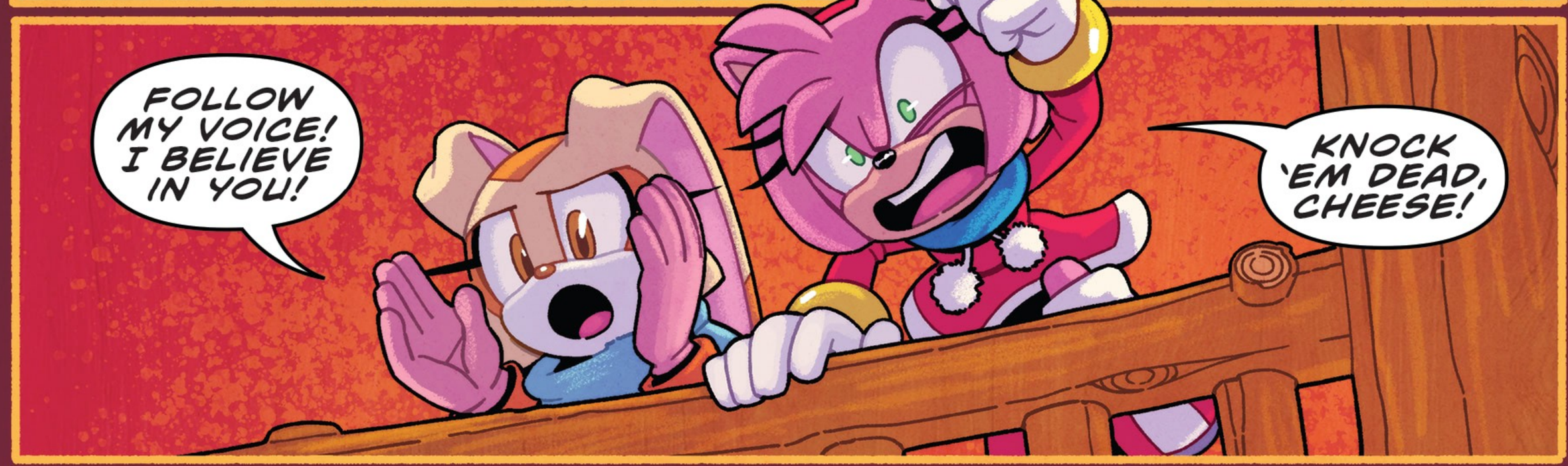


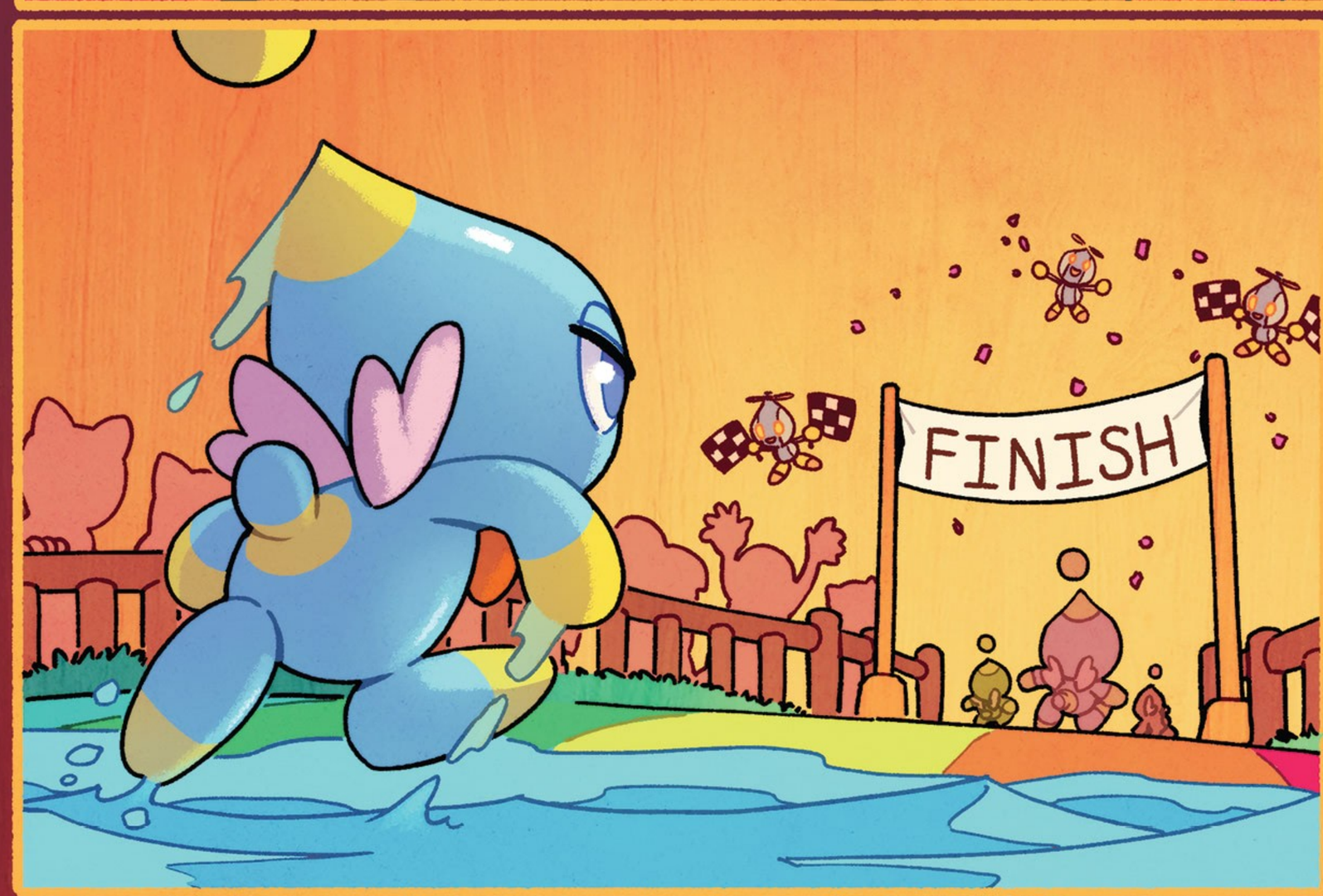


THWAK
CHAAH!


SPLASH


CHA--
OOH!
FINISH
SPISH-PISH


FOLLOW MY VOICE! I BELIEVE IN YOU!
KNOCK 'EM DEAD, CHEESE!

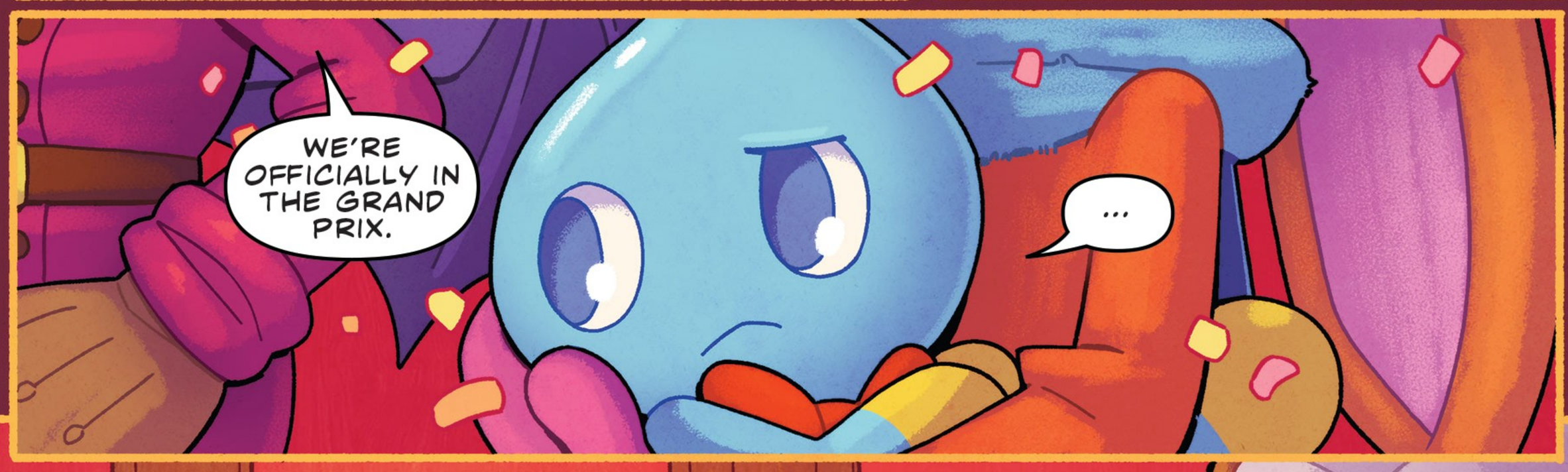

FINISH

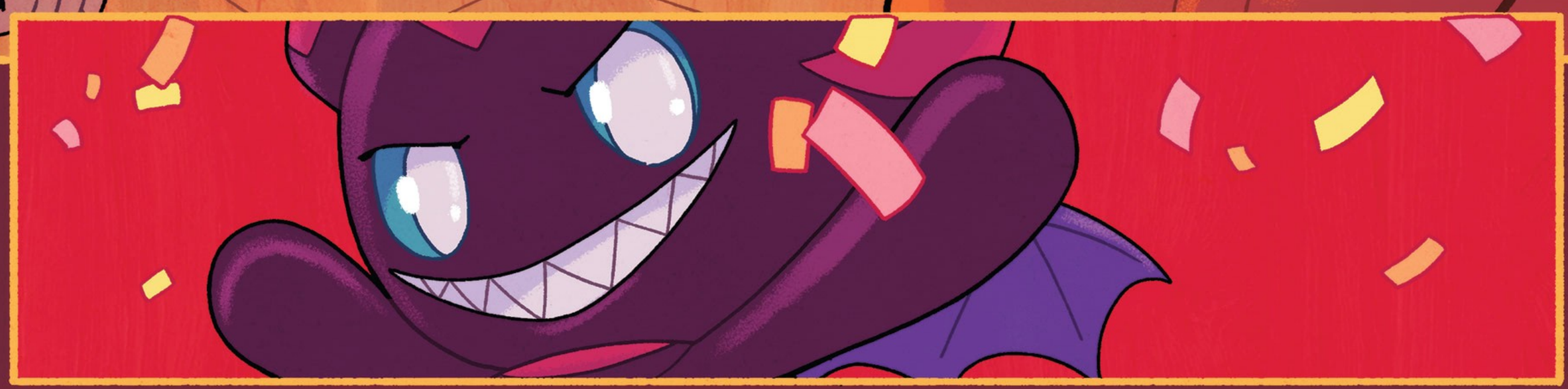
WHOOSH

SKRRR

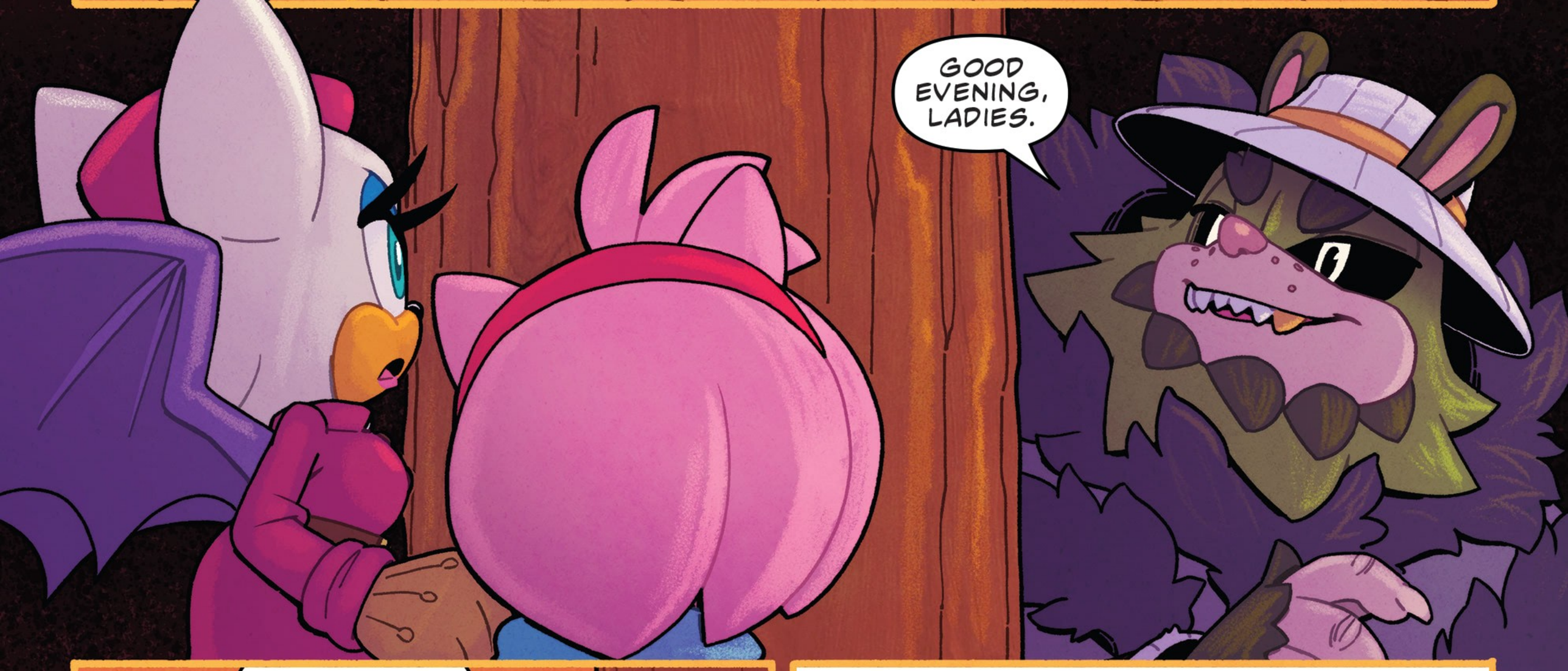
FINISH
FIRST AID
THAT WAS AMAZING! YOU WERE SO BRAVE, CHEESE!

THAT LAST-MINUTE DASH GOT HIM INTO THE QUALIFYING BRACKET, TOO.
YAAAY!


WE'RE OFFICIALLY IN THE GRAND PRIX.
...



I GOTTA ADMIT, AS PLANS GO, THIS IS A PRETTY FUN ONE!
MY PLANS ARE ALWAYS FUN.


GOOD EVENING, LADIES.

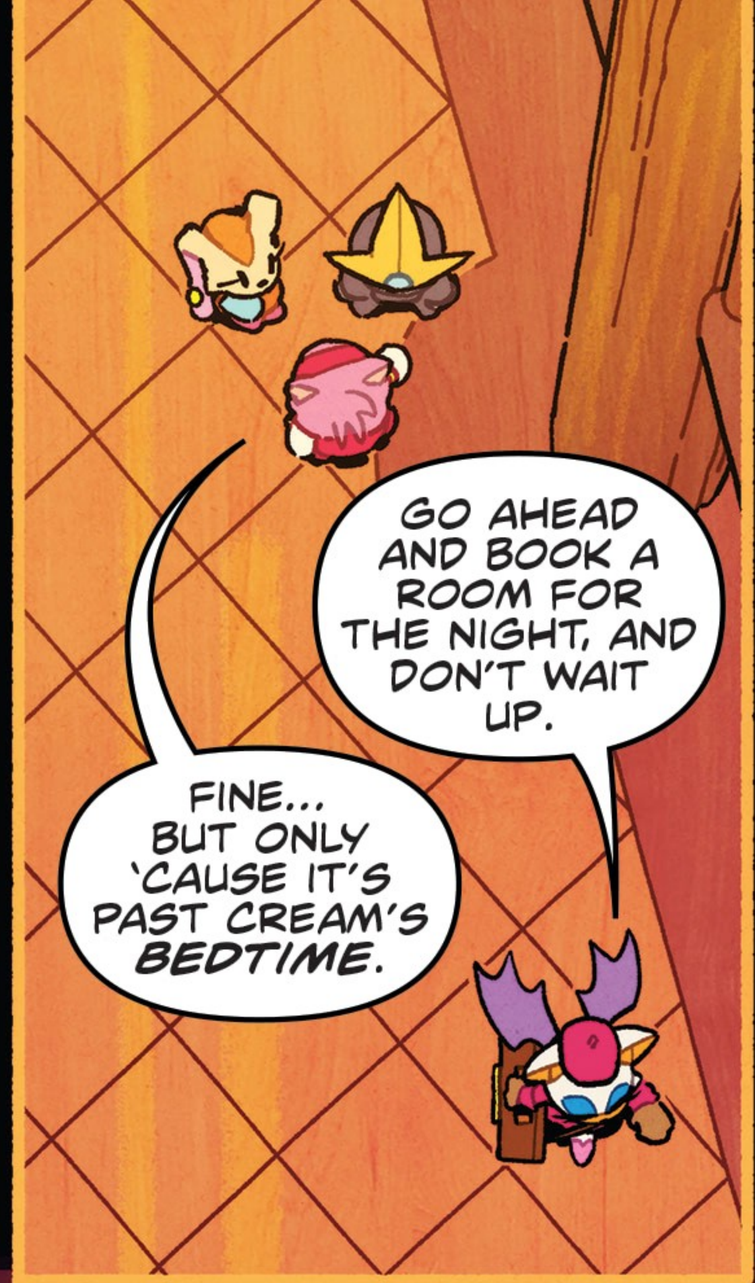
ALLOW ME TO INTRODUCE MYSELF. I--
PLEASE STAY BACK, SIR.

MR. CLUTCH! YOUR REPUTATION PRECEDES YOU. EXCUSE MY FRIENDS, THEY'RE NOT USED TO SUCH A REFINED ENVIRONMENT.
HEY!
PLEASE, CALL ME FACET.

CHARMED, MS. FACET. I MAKE A POINT OF MEETING WITH ALL THE NEW TRAINERS IN THE CHATEAU, ESPECIALLY WHEN THEY HAVE SUCH AN EXCEPTIONAL CHAO AT THEIR SIDE.
MY APARTMENT IS THE PENTHOUSE SUITE; STOP BY LATER TONIGHT AND WE'LL TALK SHOP.
MY DOOR IS ALWAYS OPEN... I PROMISE IT'LL BE WORTH YOUR WHILE.

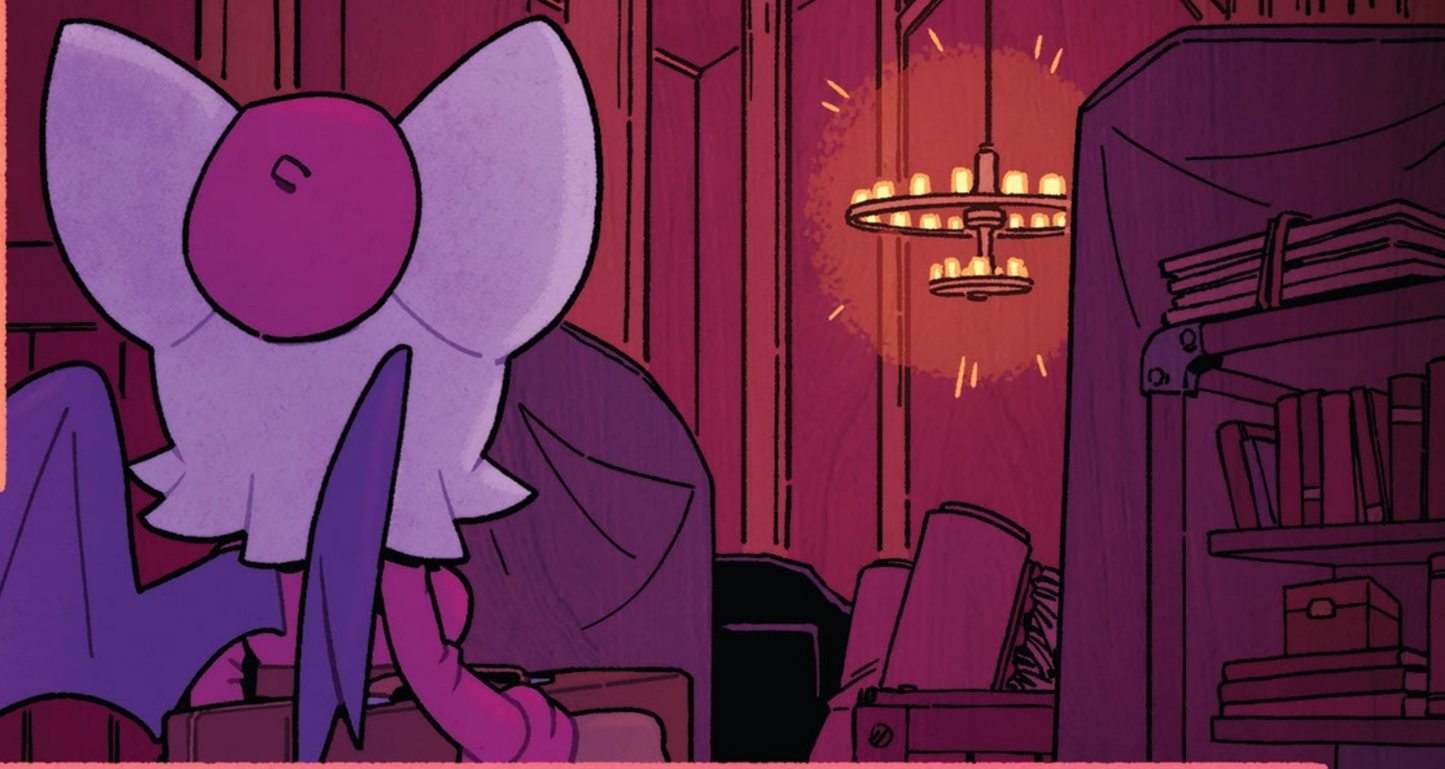
IT'S A DATE.

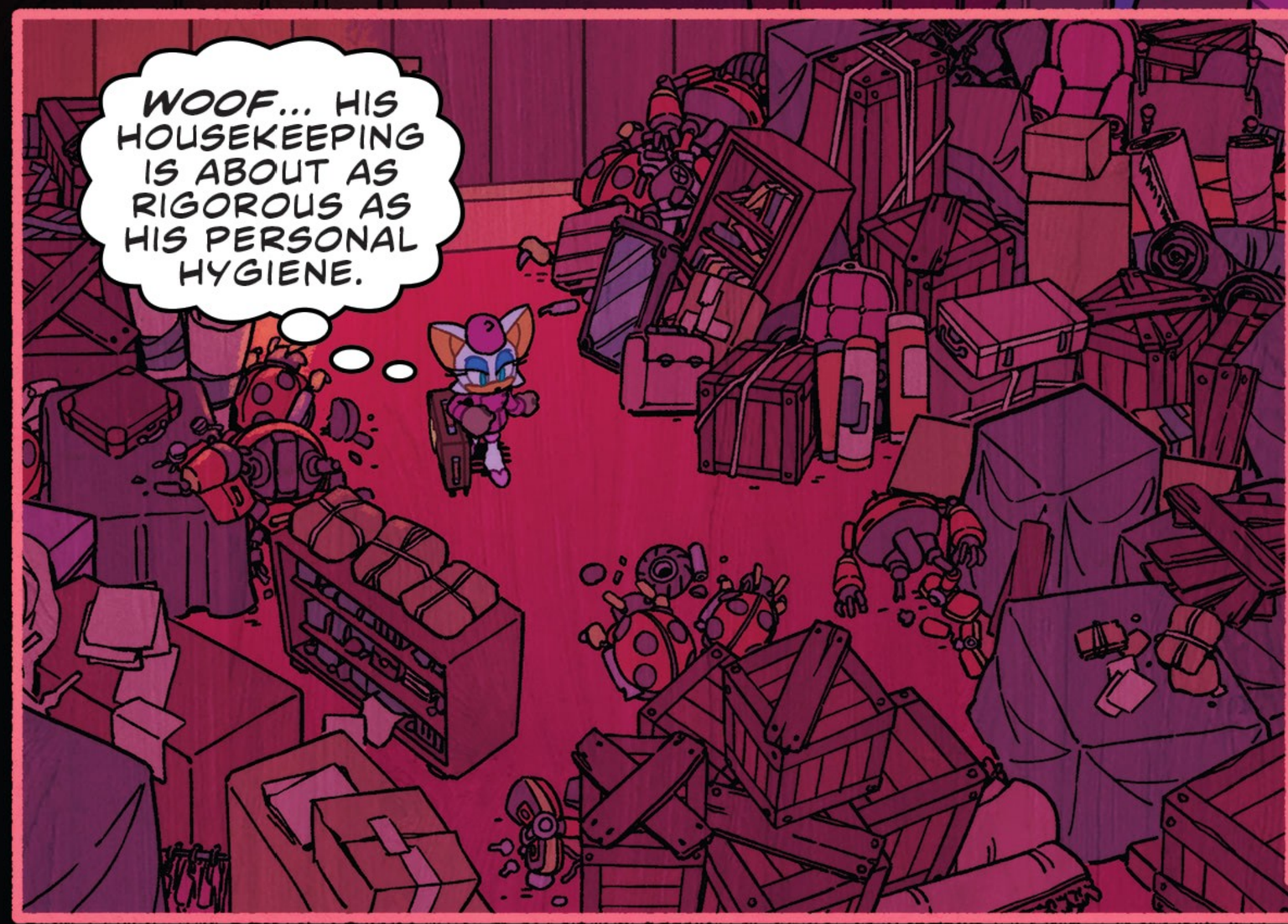
AND THAT'S HOW YOU GET THINGS DONE!
SEEMS A LITTLE TOO EASY TO ME.
OH, HE'S GOT SOMETHING UP HIS SLEEVE FOR SURE.
BUT DON'T YOU WORRY YOUR PRETTY HEAD ABOUT IT; I CAN HANDLE MYSELF.


GO AHEAD AND BOOK A ROOM FOR THE NIGHT, AND DON'T WAIT UP.
FINE... BUT ONLY 'CAUSE IT'S PAST CREAM'S BEDTIME.

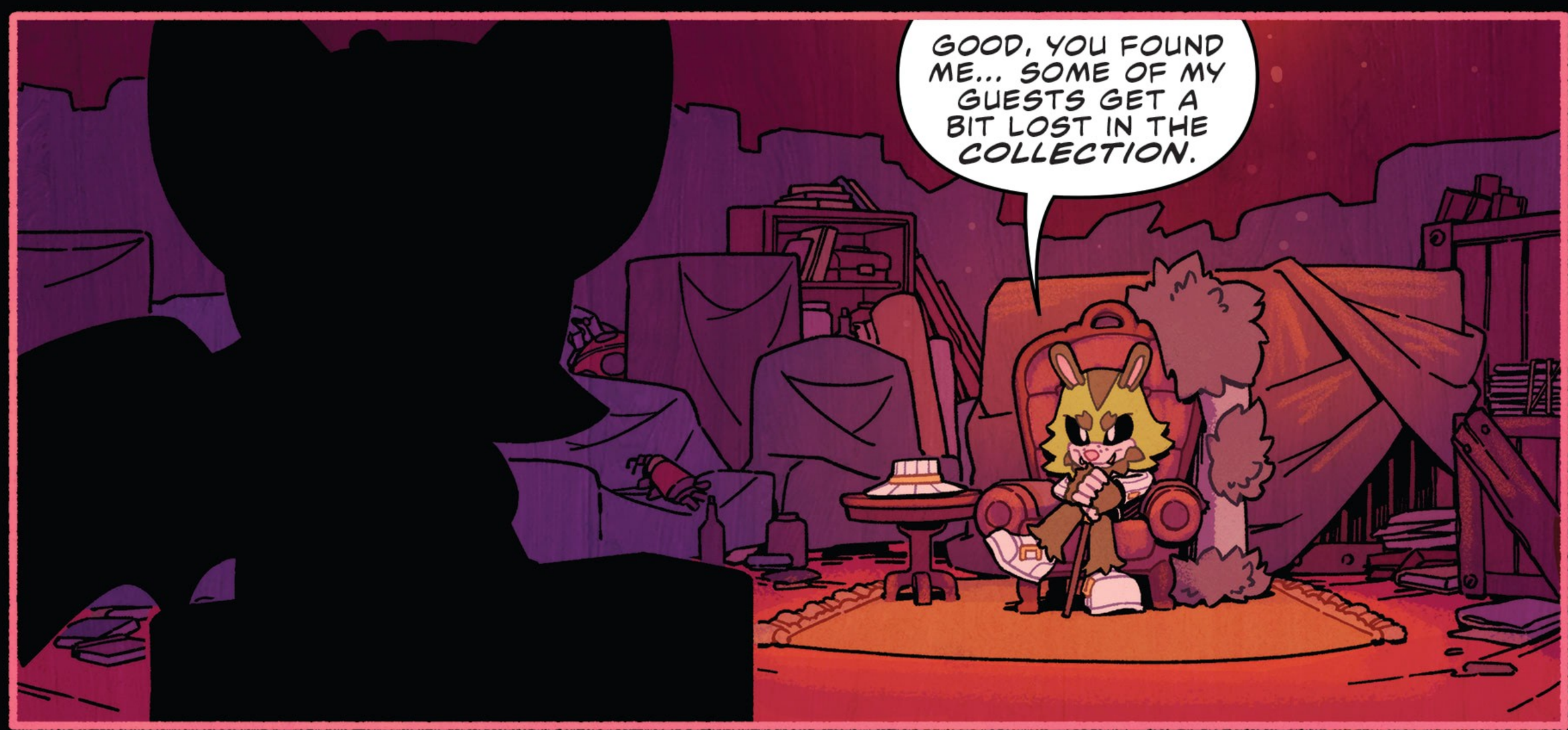
LATER THAT NIGHT...
THE PENTHOUSE... THIS MUST BE IT!

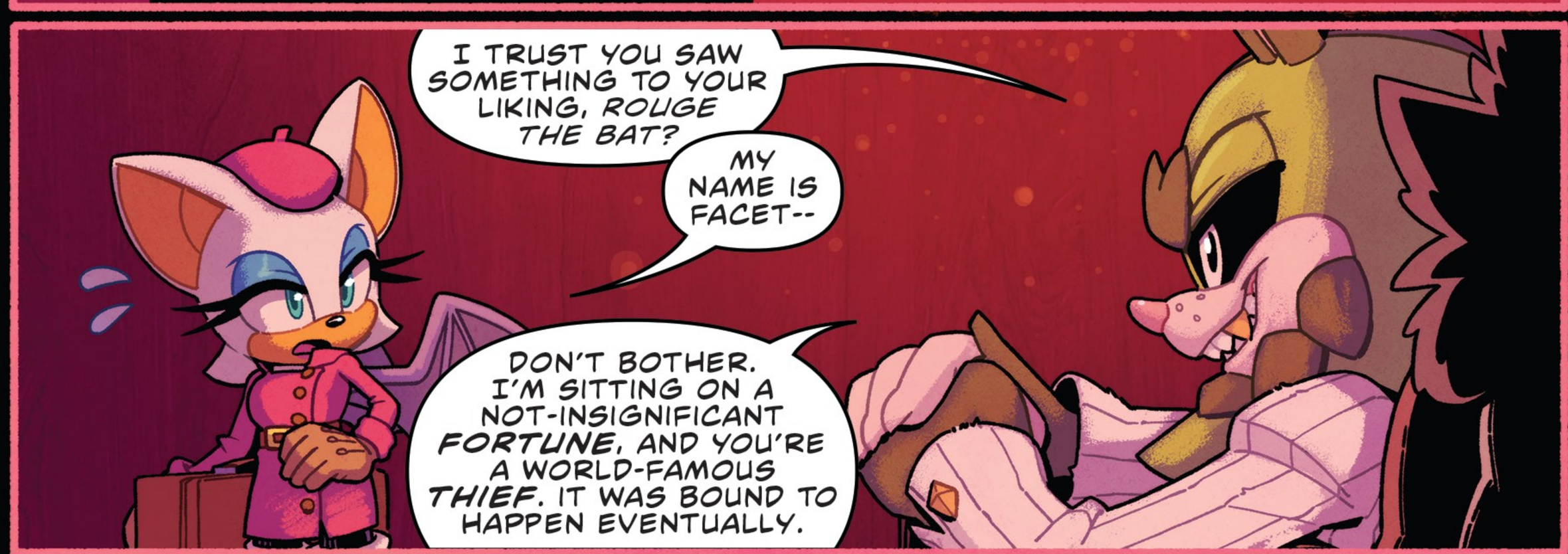
PLEASE, COME IN.

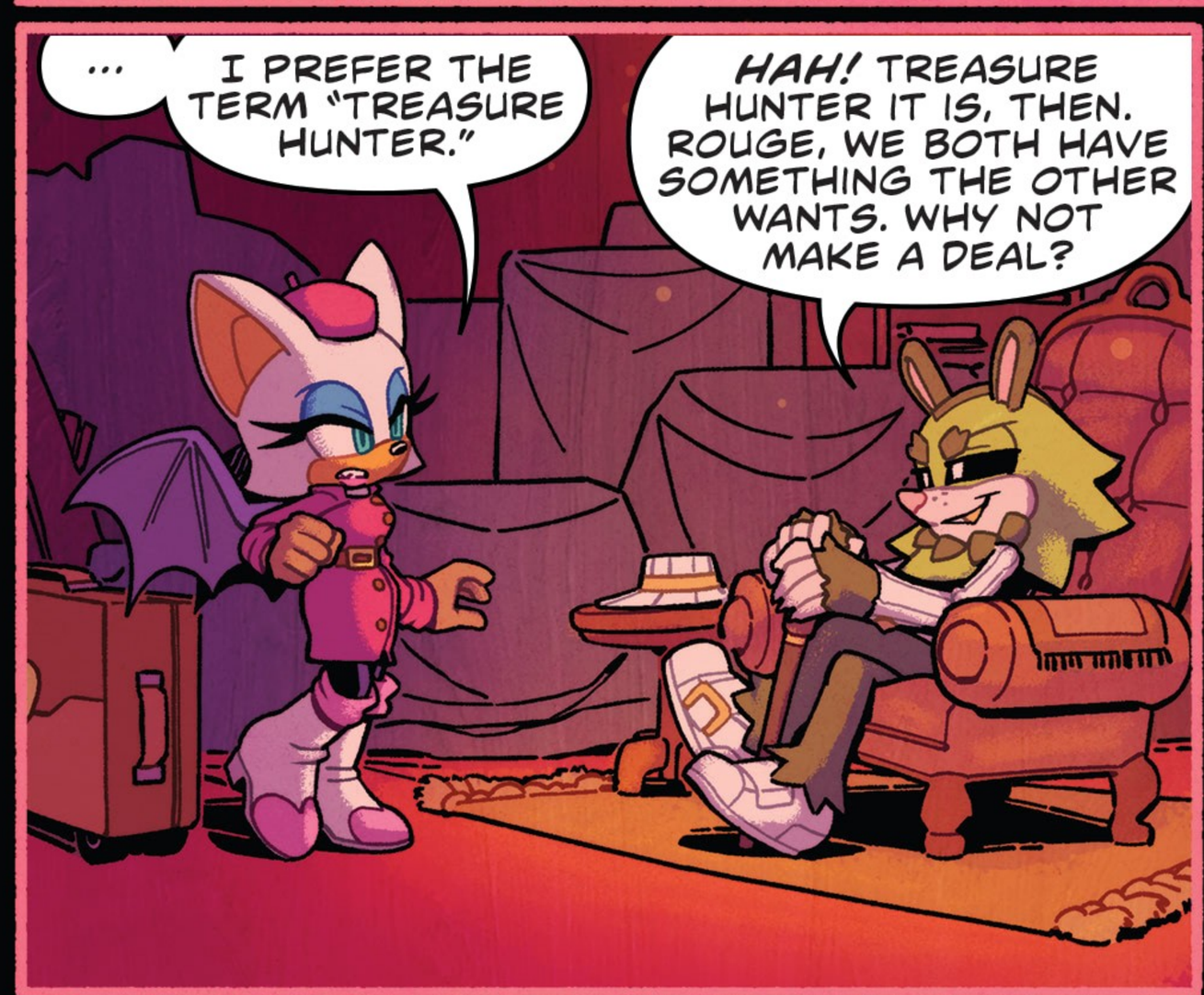



WOOF... HIS HOUSEKEEPING IS ABOUT AS RIGOROUS AS HIS PERSONAL HYGIENE.

THERE IS A CERTAIN CHARM TO IT, THOUGH.

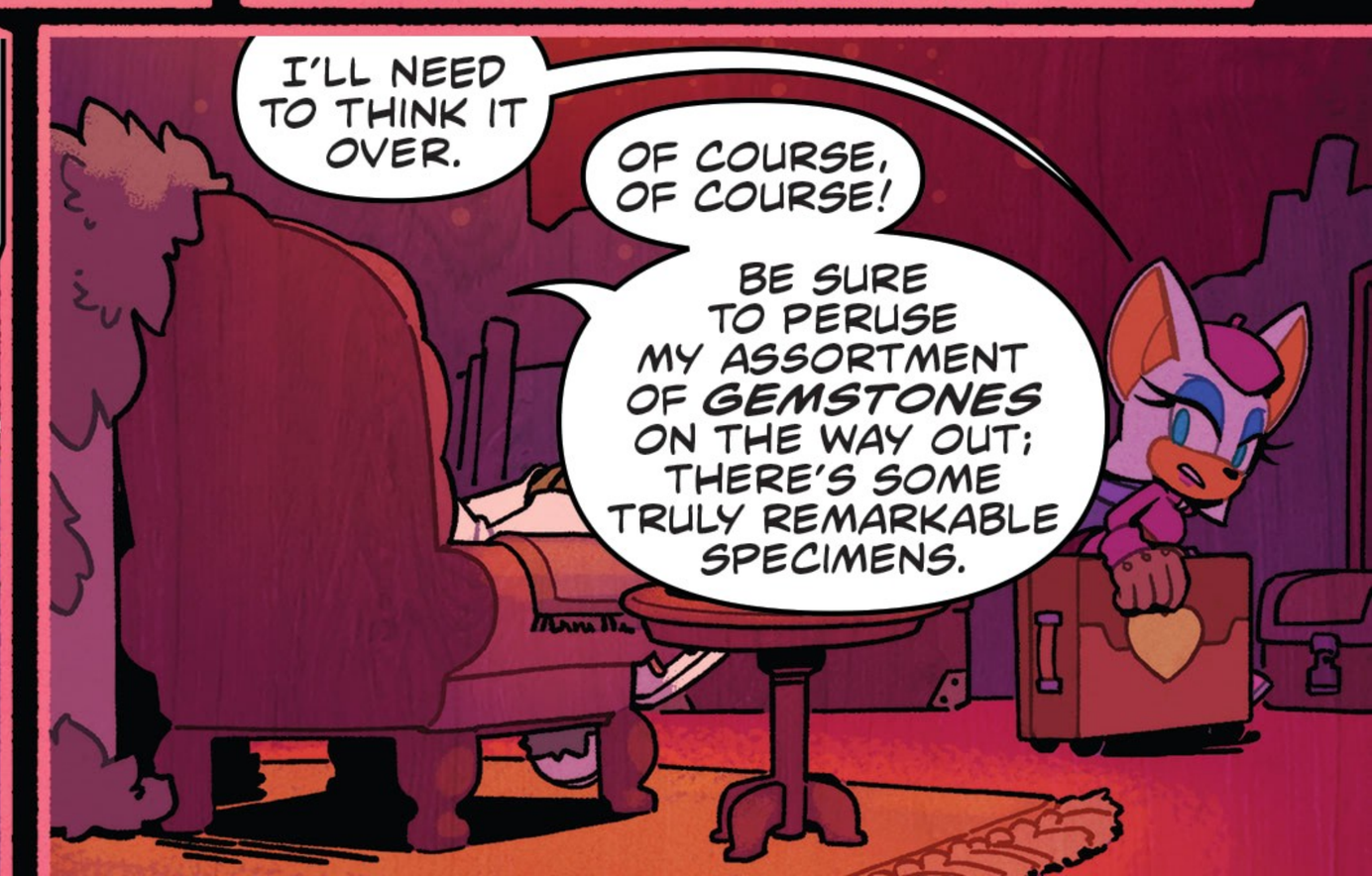

GOOD, YOU FOUND ME... SOME OF MY GUESTS GET A BIT LOST IN THE COLLECTION.


I TRUST YOU SAW SOMETHING TO YOUR LIKING, ROUGE THE BAT?
MY NAME IS FACET--
DON'T BOTHER. I'M SITTING ON A NOT-INSIGNIFICANT FORTUNE, AND YOU'RE A WORLD-FAMOUS THIEF. IT WAS BOUND TO HAPPEN EVENTUALLY.


...
I PREFER THE TERM "TREASURE HUNTER."
HAH! TREASURE HUNTER IT IS, THEN. ROUGE, WE BOTH HAVE SOMETHING THE OTHER WANTS. WHY NOT MAKE A DEAL?

I'M A CHAO TRAINER AND A GOOD ONE. I ONLY WANT THE BEST. AND THAT CHAO YOU WERE RACING TODAY... I COULD MAKE THEM LEGENDARY.
SO HERE'S THE PITCH: IF THAT DIAMOND-IN-THE-ROUGH OF YOURS CAN COME OUT ON TOP IN TOMORROW'S RACES, I'LL GIVE YOU ANYTHING YOU WANT FROM MY COLLECTION... IN TRADE FOR THE CHAO.

DON'T WORRY, I TREAT MY CHAO QUITE WELL... AS LONG AS THEY'RE WINNING FOR ME.


I'LL NEED TO THINK IT OVER.
OF COURSE, OF COURSE!
BE SURE TO PERUSE MY ASSORTMENT OF GEMSTONES ON THE WAY OUT; THERE'S SOME TRULY REMARKABLE SPECIMENS.

DISCREPANCY DETECTED: THE CHAO "CHEESE" IS NOT YOUR PROPERTY. HOW DO YOU INTEND TO OBTAIN HIM? WITH VIOLENCE?

PLEASE. I'M NOT GOING TO GIVE HIM CHEESE.

OF COURSE, CLUTCH DOESN'T NEED TO KNOW THAT.

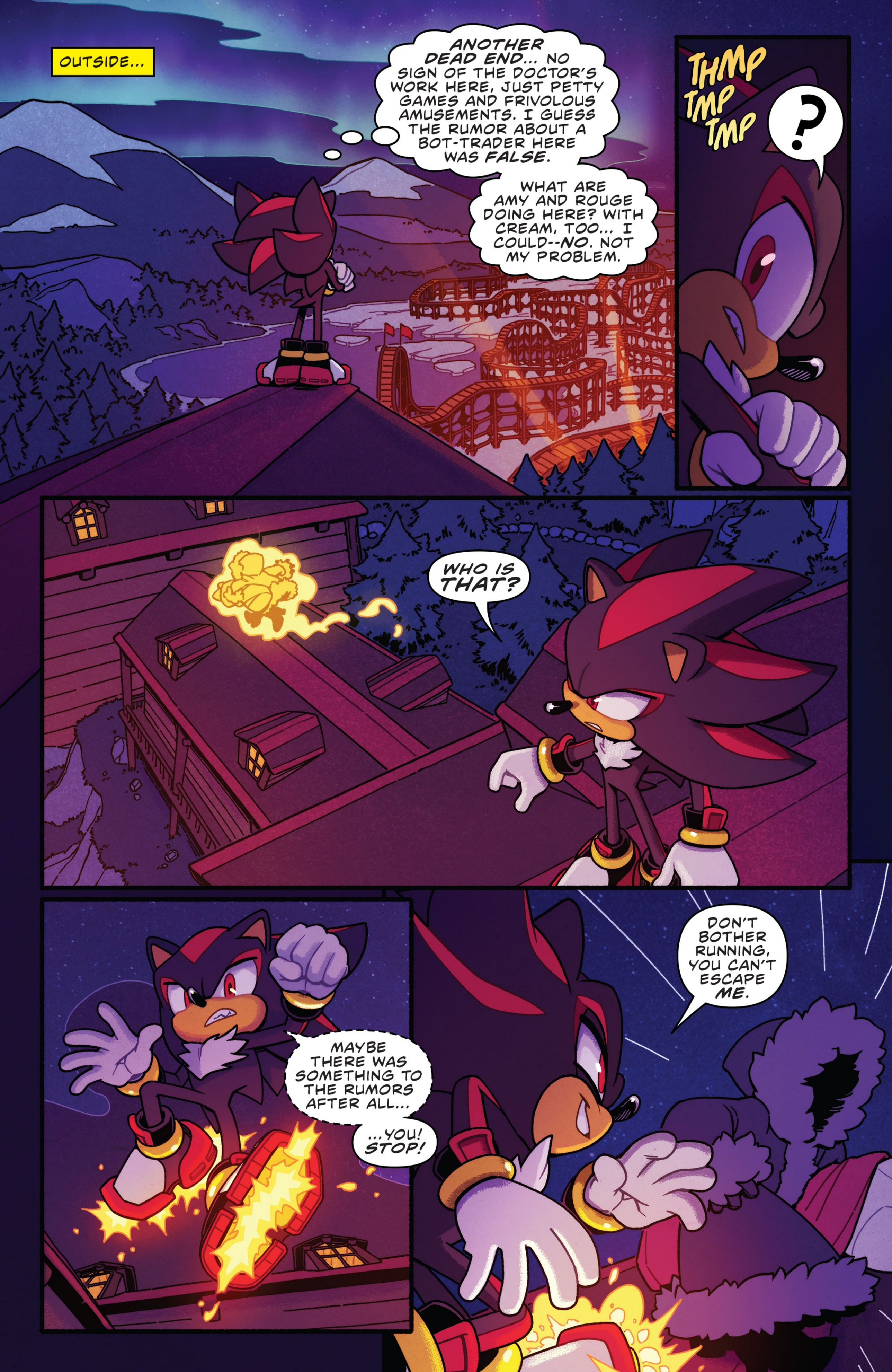
LISTEN CAREFULLY, OMEGA. I'VE GOT A JOB FOR YOU.

MOMENTS LATER...

AND DONE. THIS SHOULD BE INTERESTING.

OOH, HOW *OMINOUS*. YOU'VE BEEN FOLLOWING US SINCE WE ARRIVED, HAVEN'T YOU?

ONE OF CLUTCH'S CRONIES, HERE FOR A LITTLE *EXTRA* INTIMIDATION?


OUTSIDE...
ANOTHER DEAD END... NO SIGN OF THE DOCTOR'S WORK HERE, JUST PETTY GAMES AND FRIVOLOUS AMUSEMENTS. I GUESS THE RUMOR ABOUT A BOT-TRADER HERE WAS FALSE.
WHAT ARE AMY AND ROUGE DOING HERE? WITH CREAM, TOO... I COULD--NO. NOT MY PROBLEM.
THMP TMP TMP
?
WHO IS THAT?
MAYBE THERE WAS SOMETHING TO THE RUMORS AFTER ALL...
...YOU! STOP!
DON'T BOTHER RUNNING, YOU CAN'T ESCAPE ME.

GAH!
DASH

RRGH...

KRUNCH

LIKE I SAID, DON'T BOTHER. ARE YOU WORKING FOR DR. EGGMAN, OR--?

WHAT IN THE...

THA-WHAK
NEXT TIME:
THE RACE IS ON!

NEXT MONTH

SONIC LETTERS SQUAD

Hey there, Squad! Did you enjoy "Chao Races and Badnik Bases", part 1 by Evan Stanley, Reggie Graham, and Shawn Lee? We know we did! And we're super excited to have Evan taking over writing duties as well as art on this arc!

As a special treat, Assistant Editor Riley Farmer interviewed series writer/artist Evan Stanley about her start in comics, her process on Sonic, and the future of the series! Check it out below and we'll be back to the usual letters and fan art next issue!

IDW: Hi, Evan! Thanks for sitting down with us for a virtual interview. To get started, how did you first become an illustrator?

Evan Stanley: I've been drawing basically as long as I can remember–my mom really supported that and she put me in art classes. I was trained in scientific illustration from a pretty early age. I thought that I would be a children's book illustrator or a scientific illustrator when I got older, but then, around 12 or 13, we got the internet at our house and my brother and I started playing games. He discovered Sonic and thought he was going to really like it. He bought a bunch of games and was like "Yeah! This is my thing now!" and then tried to play the games and he was like "This isn't my thing!" So I, being 13-years-old, kinda just took it and claimed the games as my own.

I had never played games before, I wasn't very good at it, but what started getting me was–I went online and started reading fan comics and looking at fan art and I got totally hooked on just the fan side of everything. And I started drawing fan art of the characters. The first time I drew fan art, it was Tails specifically, and it's just like, I did it, and I knew this is what I want to do and for as long as I possibly can. And from then on, I started teaching myself cartooning and applying everything that I learned about in formal styles of illustration to what I could do in comics and learning from there. I've just continued to focus my efforts towards how I can be a better cartoonist.

IDW: And then did you just send your portfolio to Archie Comics [the previous publishers of *Sonic the Hedgehog*, where Evan got her start]?

Evan: Actually, no. I was–I think–around 17, and I'd been reading Archie['s *Sonic the Hedgehog*] for a couple of years. It was my favorite comic, and they held a fan art contest, and I entered the fan art contest. You know, just for fun. I didn't think anything would happen with it, and I forgot about it, and then a few weeks after that, I got an email from the editor of the book at the time and he's like "Hey, I really liked your submissions, would you like to do some freelance work with us?" So I didn't win the competition, but I think I won a greater reward.

IDW: What's your favorite part of the creating comics?

Evan: The part that gets me the most excited is actually the pitching process. When we're coming up with all these–the craziest ideas we can come up with and trying to throw them all together and get everything to mesh and that kind of big picture plot planning where you get to see the scope of the story, that's the exciting part for me. That's not to discount everything else. I love every part of the process. I wouldn't be here if I didn't.

IDW: What do you use to draw and write the comics?

Evan: To draw the comics, first, I draw in just my regular sketchbook and then I do everything else in Photoshop using one of the big Wacom Cintiqs. For writing so far, I write it all down in a notebook and then I've been using Google Docs, but I think I'm gonna have to switch to something better.

IDW: Where do you get your ideas?

Evan: The ideas come from lots of different places. Part of it is, specifically for *Sonic*, because it is a continuing series that I'm jumping on to that has a lot of history behind

it and a lot of things to draw from, I'm often looking at "Okay, what have we got so far? What is a new angle we haven't explored yet? And what is a piece of older lore from the larger series that hasn't been explored recently?" So those are things that I look at a lot to kind of find a new angle that isn't already in place or planning to be explored and then kind of divide that by my personal interests. So it's like "What do I like to write about, and what things outside of Sonic interest me?"

Like, with Chao Races and Badnik Bases (CRAAB), that story takes place in a big, old rustic lodge in the mountains and that's an environment that I find really aesthetically pleasing and interesting. So I wanted to draw on something like that as well as future stories, that're going to be pulling in from other stories that have inspired me as well as weird old parts of Sonic that haven't been touched in a long time.

IDW: How do you create a new character?

Evan: It's pretty similar to how I think about new plot lines. "What is a character archetype or combination that we haven't seen before?" and combine that with "What is a character type that could help flesh out the cast to tell new stories?" So for character concept, that's where I go.

For designing, I try to stick more to what is previously established in Sonic to guarantee that it will be something that kinda vibes with the current aesthetic. And then I start with "Okay, this is a base of something that I know all of these design elements are basically accepted, allowed, and established." And then I make up one or two new things to mix in to make the character feel like a new character and not just a remix of everything else. And all of that is chosen to serve whatever the character prompt is. How can I use these design elements to illustrate who this character is and what they're about?

IDW: With so many cool characters in Sonic's world, how'd you decide on this cast for CRABB?

Evan: Part of it was just, I really like Rouge the Bat. I think she's super cool. And I've just wanted to write and draw a story about her for a long time. And combined with that is in the last arc, we really got to see Cream and Cheese and Gemerl come into their own as characters in the book and I wanted to keep that momentum going. For Amy's case, she really hasn't gotten to do much for a while, and it's like, she's one of the main four lead characters and it's about time she got some solid attention. So that was a good fit for her. And of course, this is like starting a new season of the book, and I want to start that with a strong focus on Sonic and Tails because they are core characters. So they get to have a big part in the story as well.

IDW: What does your ideal Chao look like?

Evan: I made my ideal in *Sonic Adventure 2* and I love him very much. His name is Loose. He is a run-fly, dark Chao, with a ghost tail and yellow and teal stripes.

IDW: The Metal Virus Saga (issues #13-32) was this big, often dark story that really took Sonic and his friends to their limits. It seems like some shady stuff's going on at White Park, but how do you plan on keeping Sonic and the gang challenged?

IDW: Not every conflict has to be based on power. The challenges they're going to be facing are more based on the dynamics of the environment, be that natural or social, which changes how they find viable solutions.

IDW: And finally, do you have any Sonic Secrets you can share?

Evan: I've been tinkering with a new character!

Thanks for talking with us, Evan! And hope you readers enjoyed learning more about how comics get made! As always, don't forget to send your art and letters to letters@idwpublishing.com, and make sure to mark them: "OKAY TO PRINT!" And join the IDW Sonic Comics Squad on Facebook! We'll see you here next month for Chao racing action and a whole lot more (maybe that new character?) in Sonic #34, CRABB part 2!

ART EVAN STANLEY

ART GIGI DUTREIX COLORS REGGIE GRAHAM

ART NATHALIE FOURDRAINE

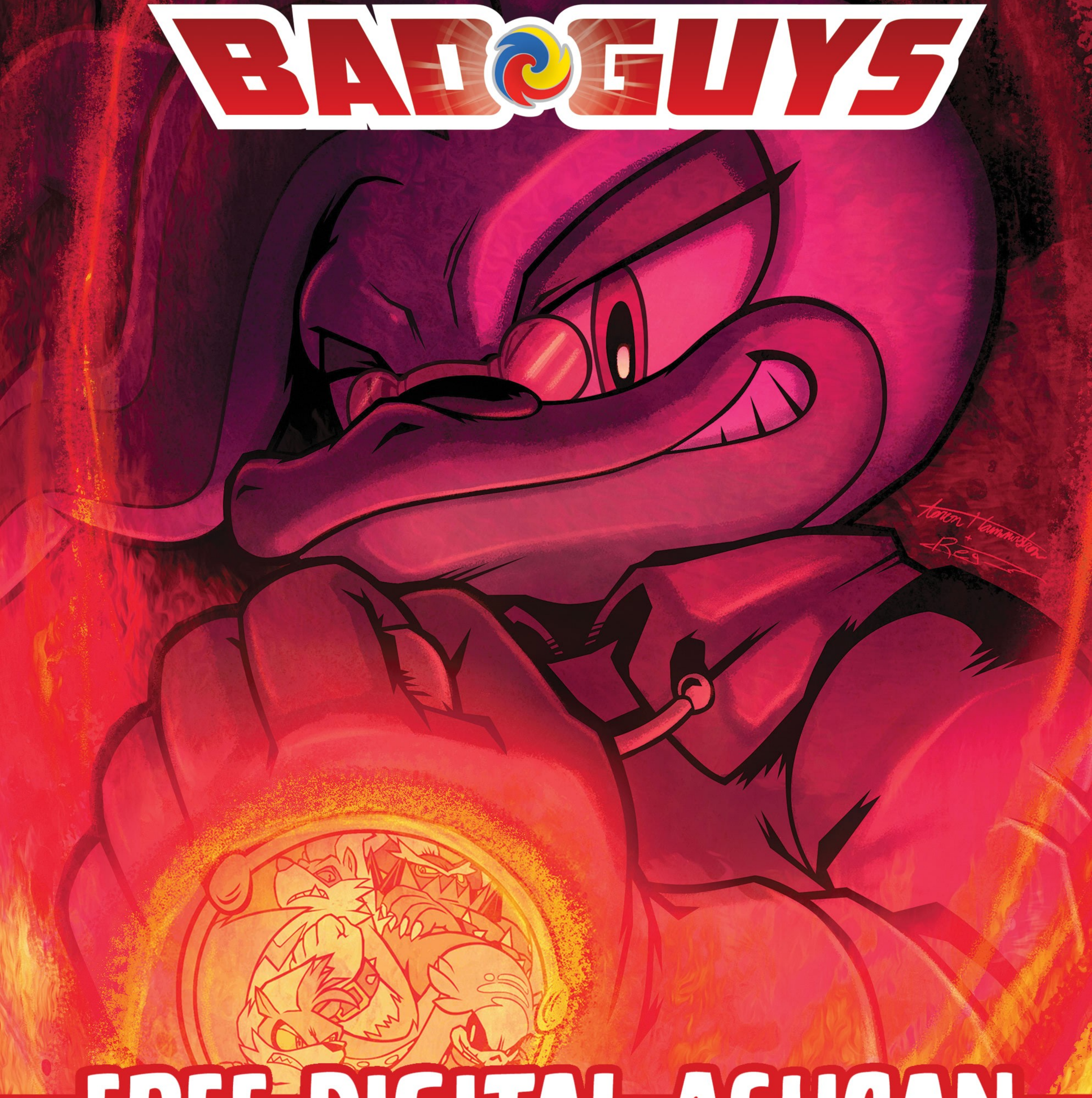
IDW

1

COVER A

SONIC™ THE HEDGEHOG

BAD GUYS



FREE DIGITAL ASHCAN

TAKE A PEEK AT ANOTHER AWESOME SERIES YOU MAY LIKE...

STORY **IAN FLYNN** ART **JACK LAWRENCE**

COLORS **LEONARDO ITO** LETTERS **SHAWN LEE**

ASSISTANT EDITOR **RILEY FARMER** EDITOR **DAVID MARIOTTE**

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"EGG BASE SIGMA...

"...A MODEST INDUSTRIAL SITE BY THE EGGMAN EMPIRE'S STANDARDS..."

...BUT IT HAS PRECISELY WHAT I NEED FOR MY PLANS.

DR. EGGMAN MAY BE A GENIUS, BUT HE'S *SLOPPY*. I'LL USE MY PERSONAL LOGIN AND TAKE OVER THE BASE.

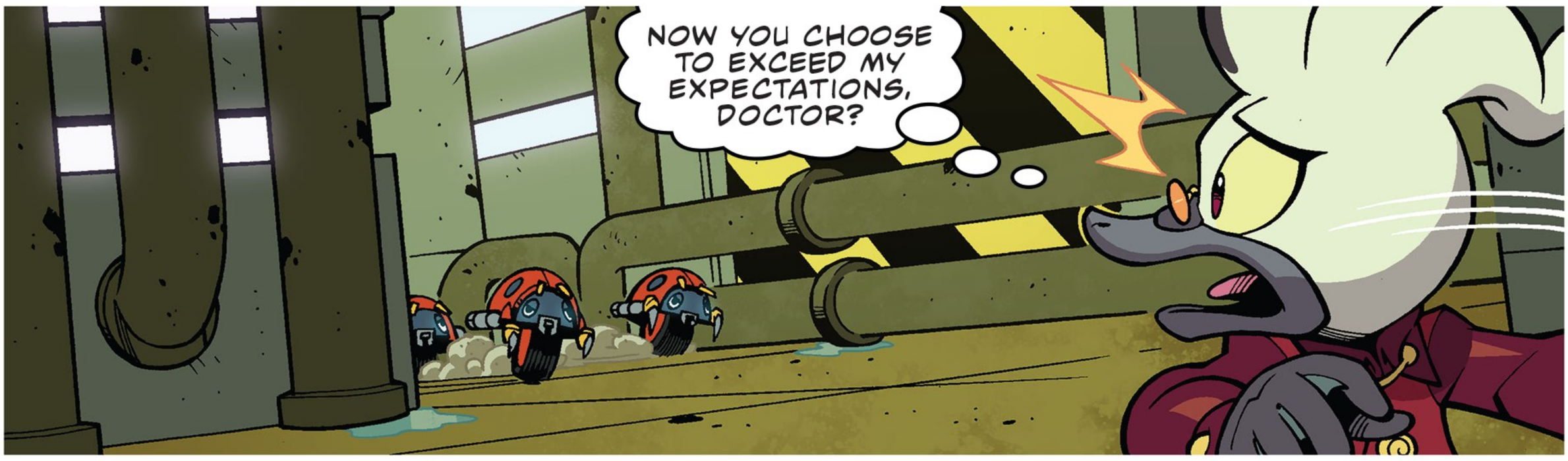
ENTER PASSWORD

***

I HATE SNEAKING AROUND LIKE VERMIN, BUT I'M IN NO POSITION TO FIGHT MY WAY THROUGH THE SECURITY...

AWOOGA AWOOGA

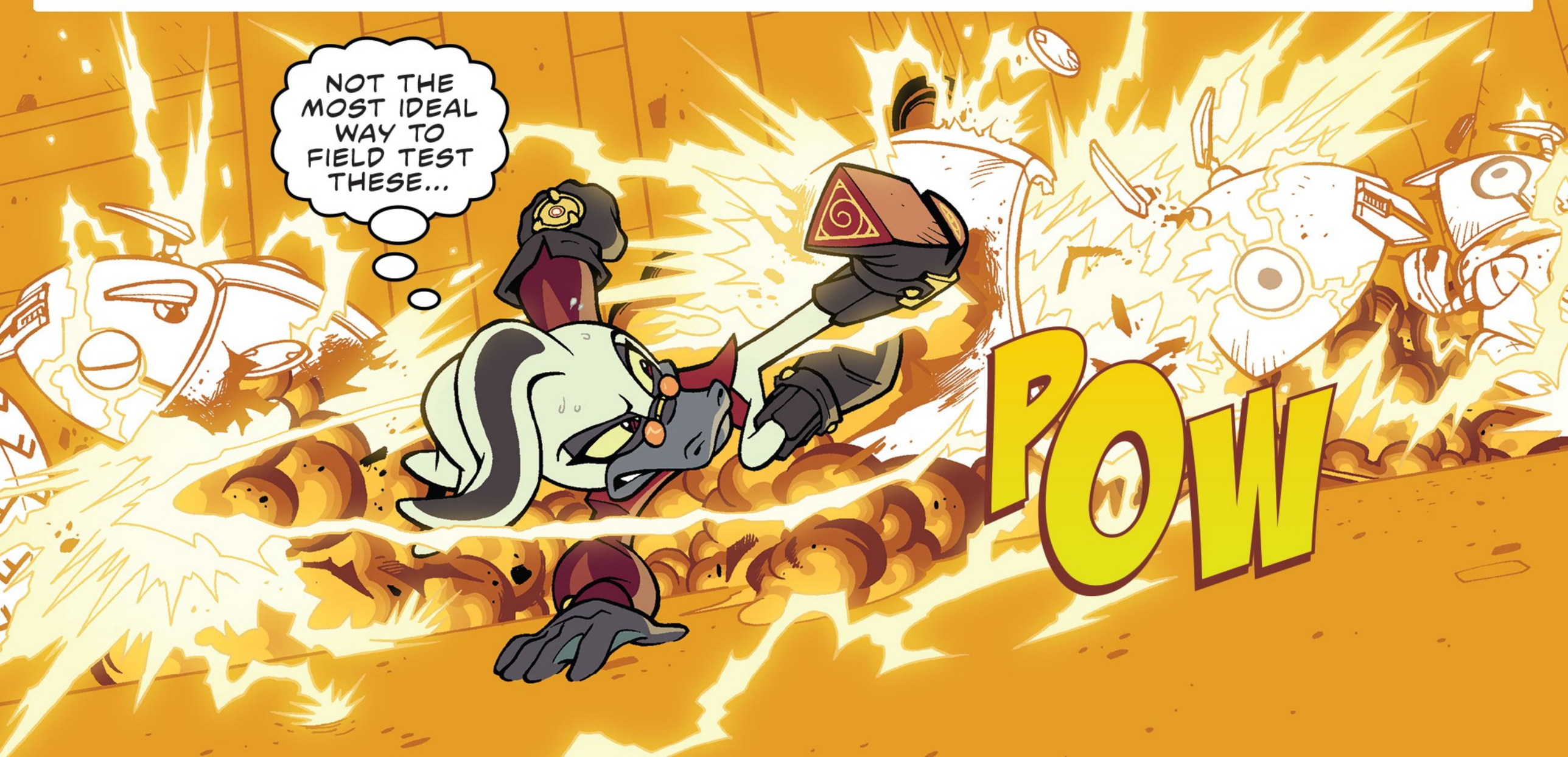
PASSWORD REJECTED

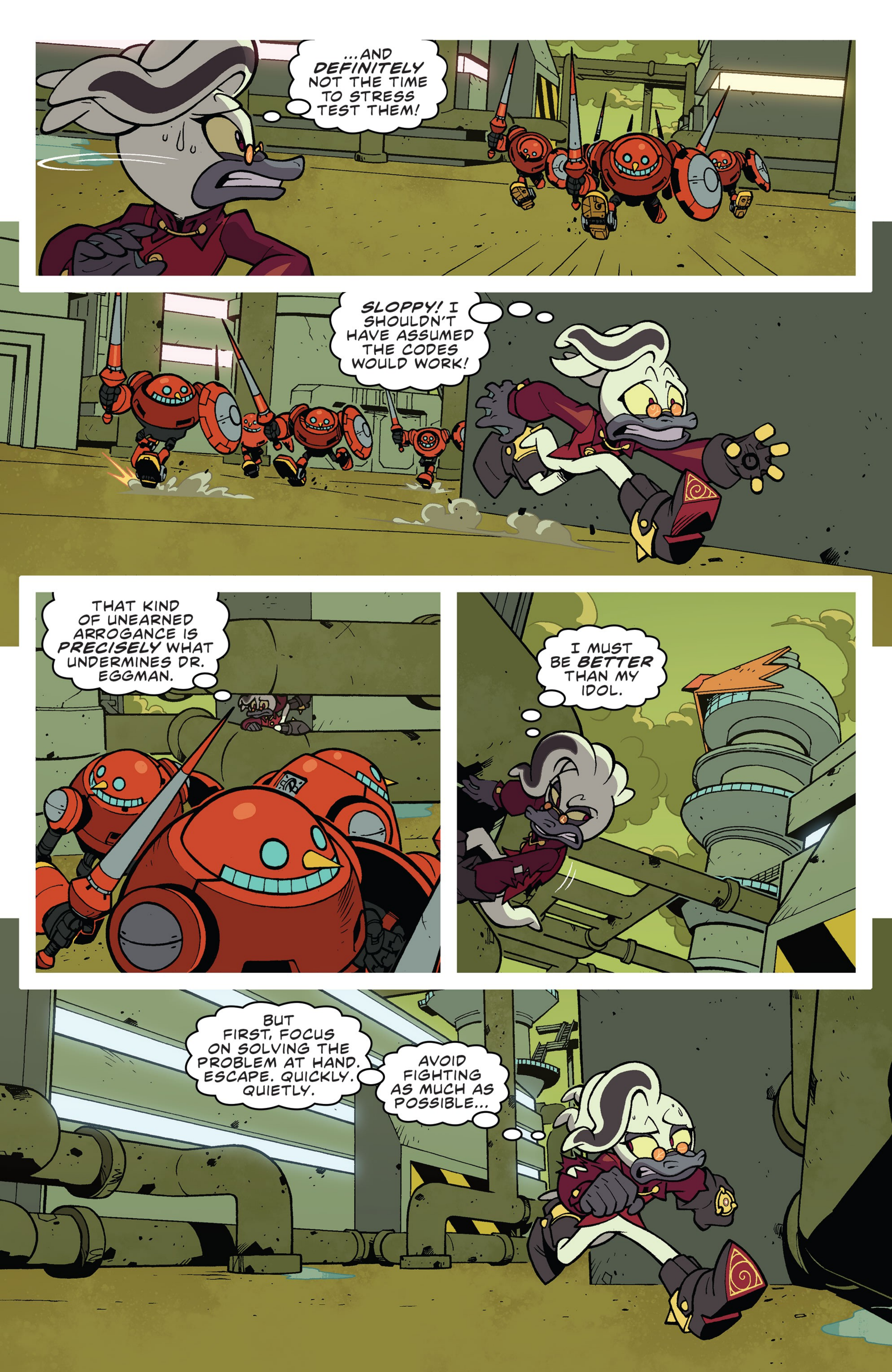

NOW YOU CHOOSE TO EXCEED MY EXPECTATIONS, DOCTOR?

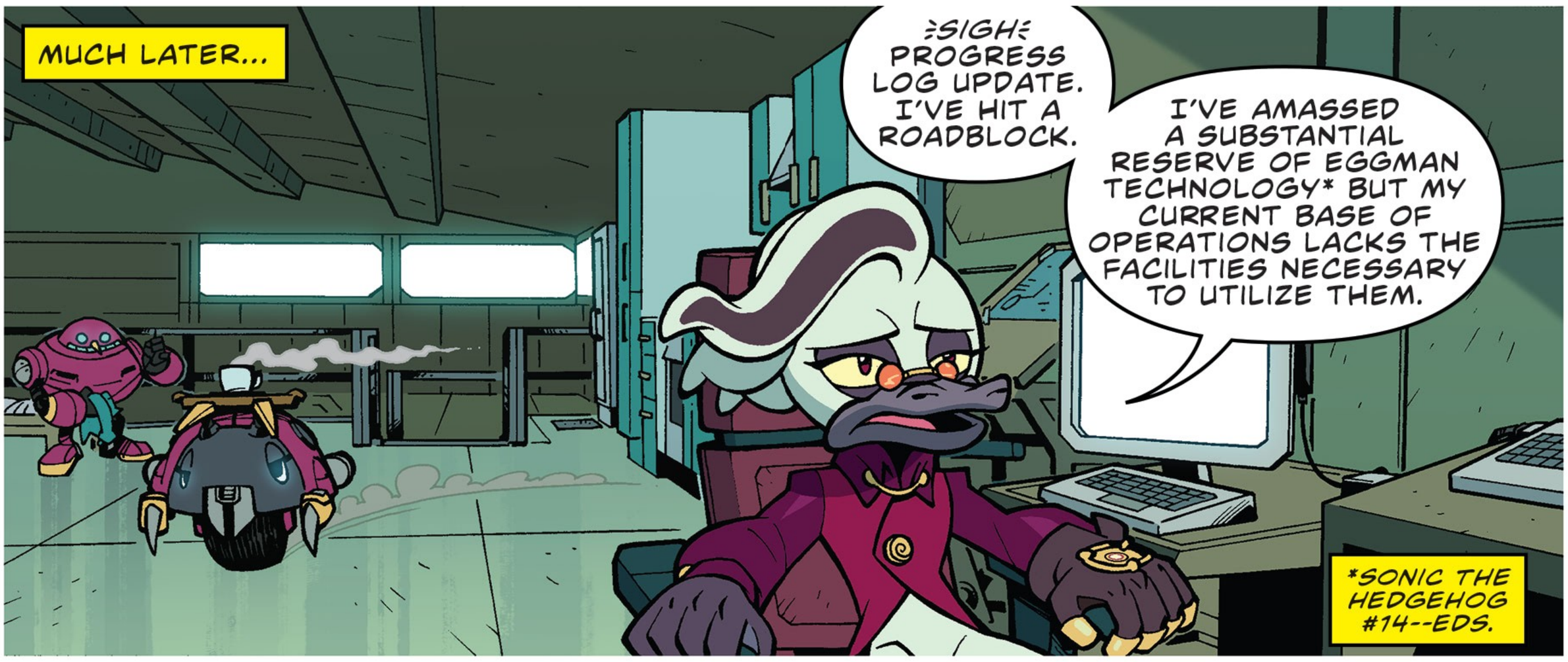
NO MATTER. I'LL JUST WARP BACK TO BASE, REGROUP, AND...

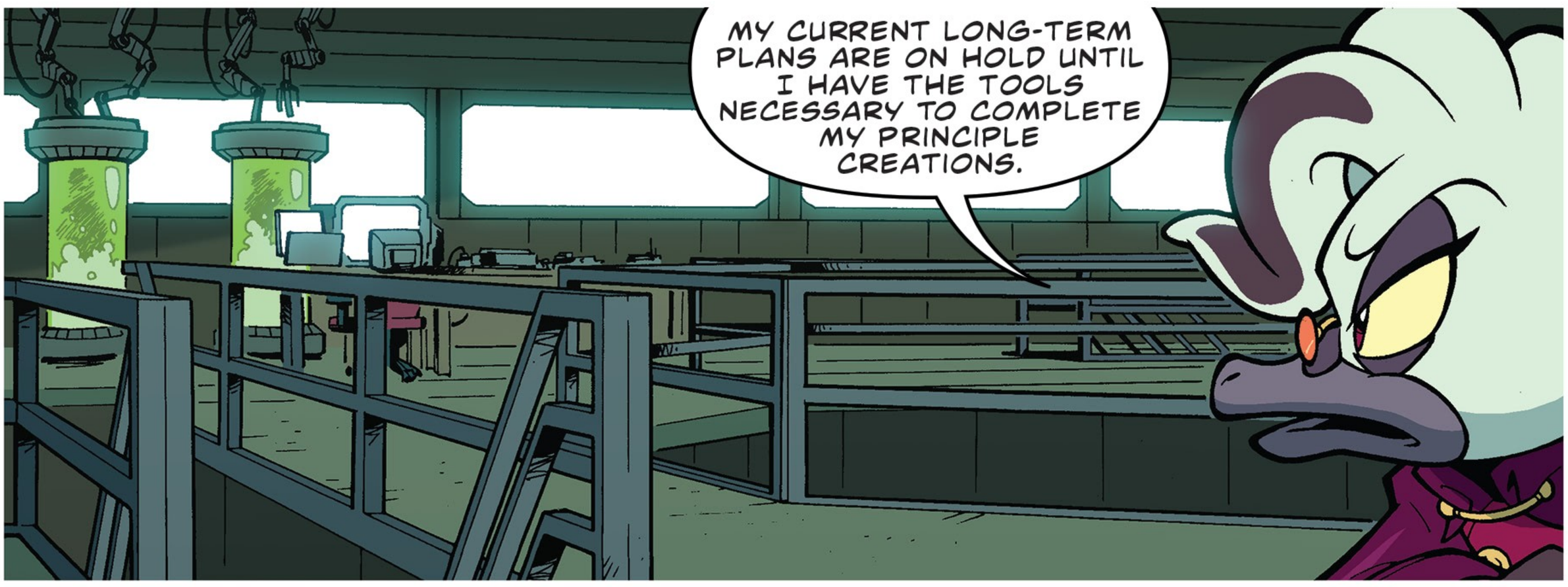
...DRAT. FORCE OF HABIT.

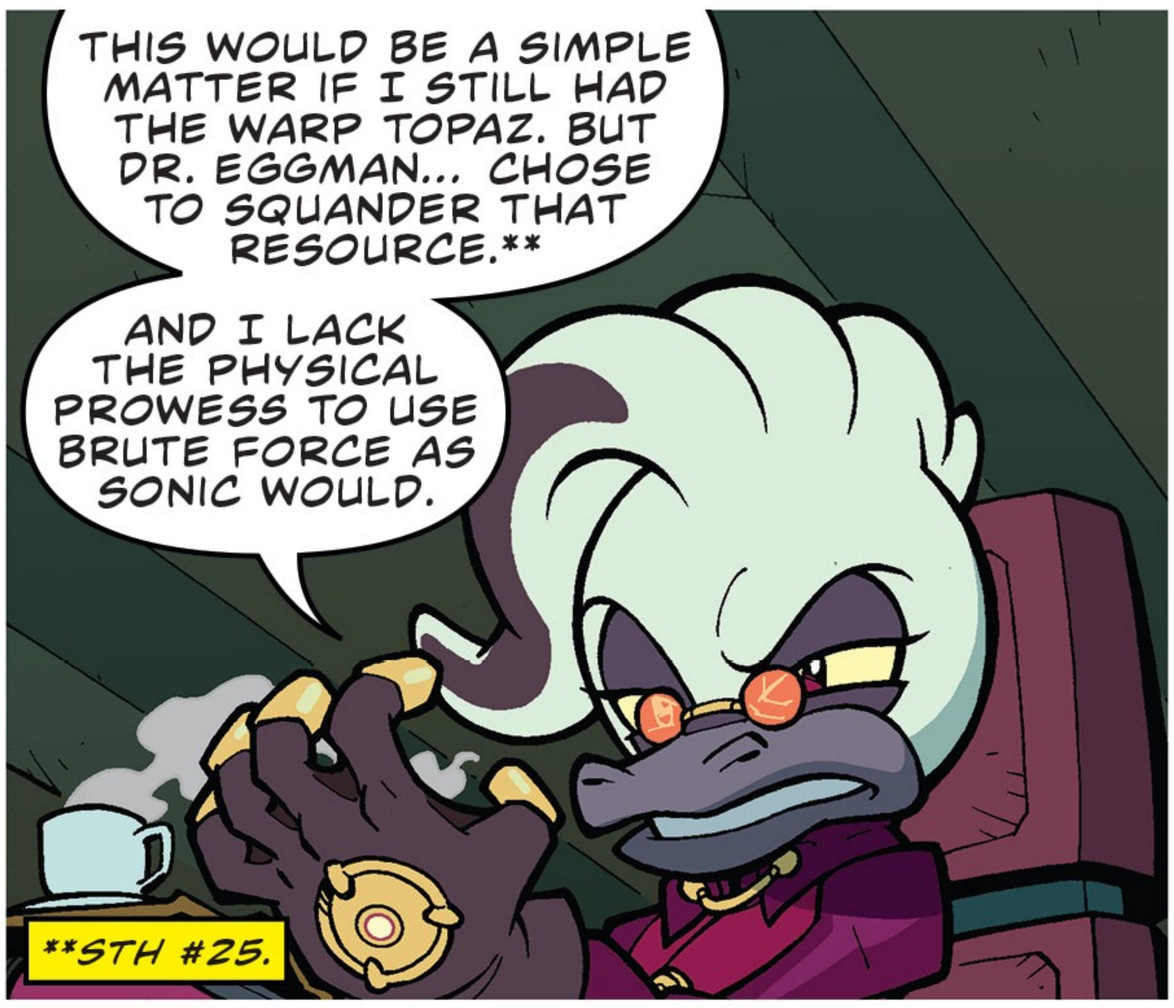
TIME TO TEST OUT THE MULTI-TOOL HEEL SPURS!
ACTIVATING ELECTRO-SPUR...

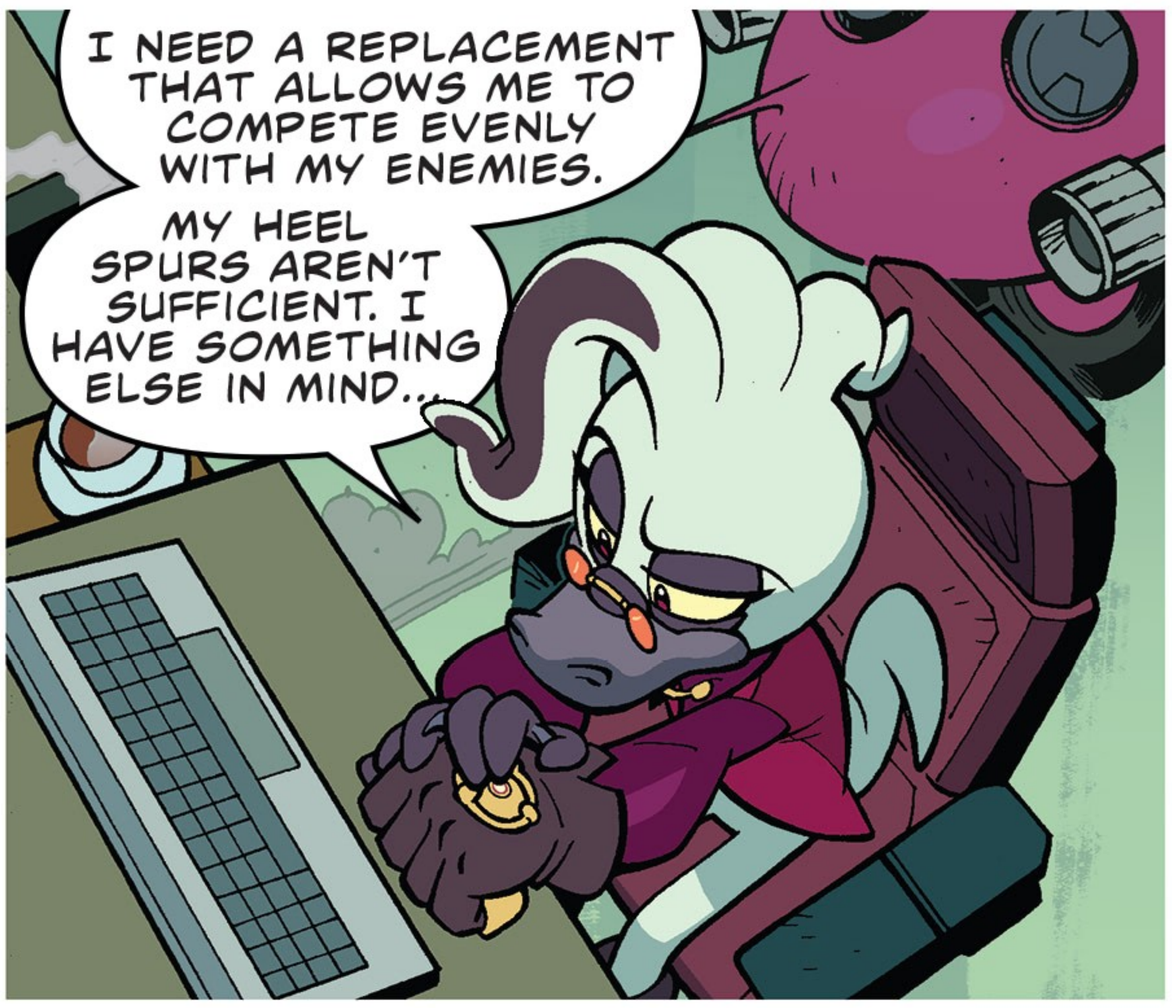

NOT THE MOST IDEAL WAY TO FIELD TEST THESE...
POW

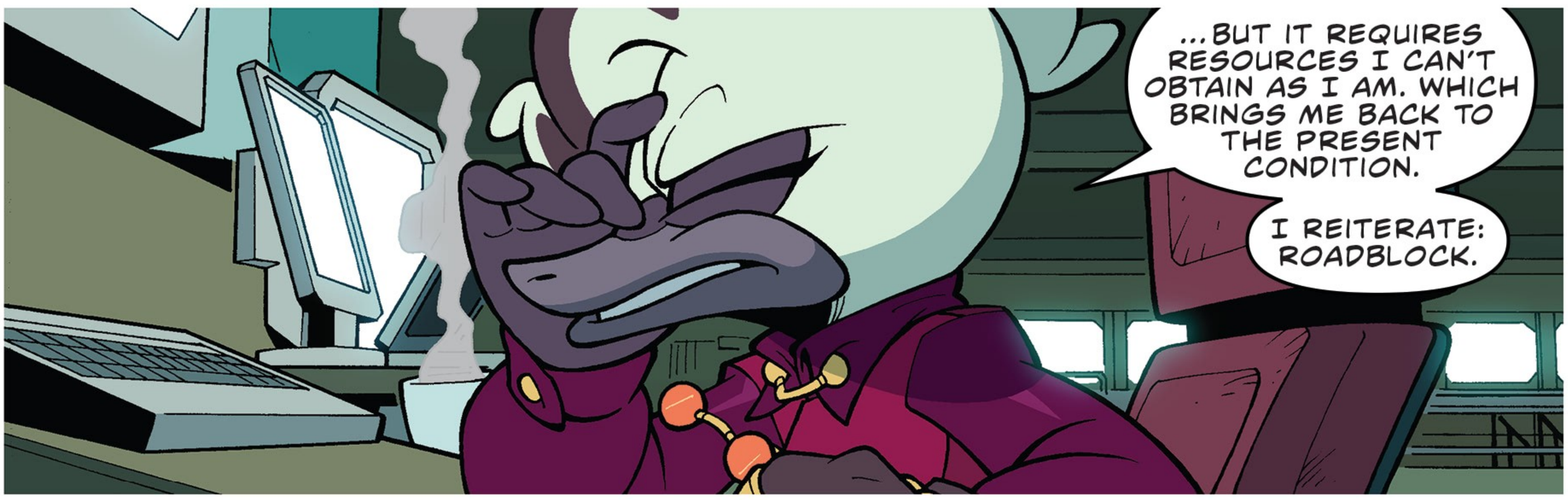

...AND DEFINITELY NOT THE TIME TO STRESS TEST THEM!
SLOPPY! I SHOULDN'T HAVE ASSUMED THE CODES WOULD WORK!
THAT KIND OF UNEARNED ARROGANCE IS PRECISELY WHAT UNDERMINES DR. EGGMAN.
I MUST BE BETTER THAN MY IDOL.
BUT FIRST, FOCUS ON SOLVING THE PROBLEM AT HAND. ESCAPE. QUICKLY. QUIETLY.
AVOID FIGHTING AS MUCH AS POSSIBLE...

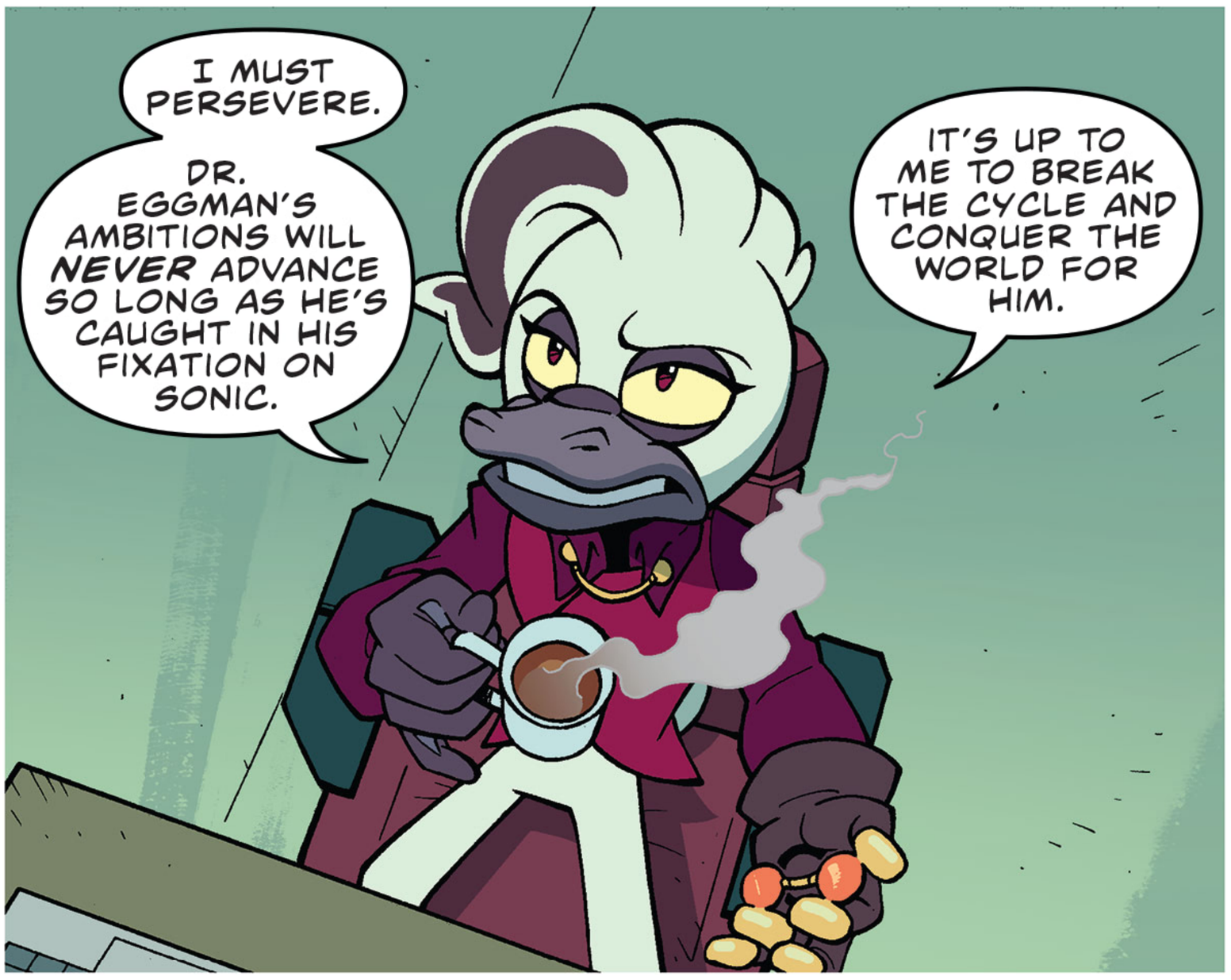

MUCH LATER...
=SIGH= PROGRESS LOG UPDATE. I'VE HIT A ROADBLOCK.
I'VE AMASSED A SUBSTANTIAL RESERVE OF EGGMAN TECHNOLOGY* BUT MY CURRENT BASE OF OPERATIONS LACKS THE FACILITIES NECESSARY TO UTILIZE THEM.
*SONIC THE HEDGEHOG #14--EDS.


MY CURRENT LONG-TERM PLANS ARE ON HOLD UNTIL I HAVE THE TOOLS NECESSARY TO COMPLETE MY PRINCIPLE CREATIONS.


THIS WOULD BE A SIMPLE MATTER IF I STILL HAD THE WARP TOPAZ. BUT DR. EGGMAN... CHOSE TO SQUANDER THAT RESOURCE.**
AND I LACK THE PHYSICAL PROWESS TO USE BRUTE FORCE AS SONIC WOULD.
**STH #25.

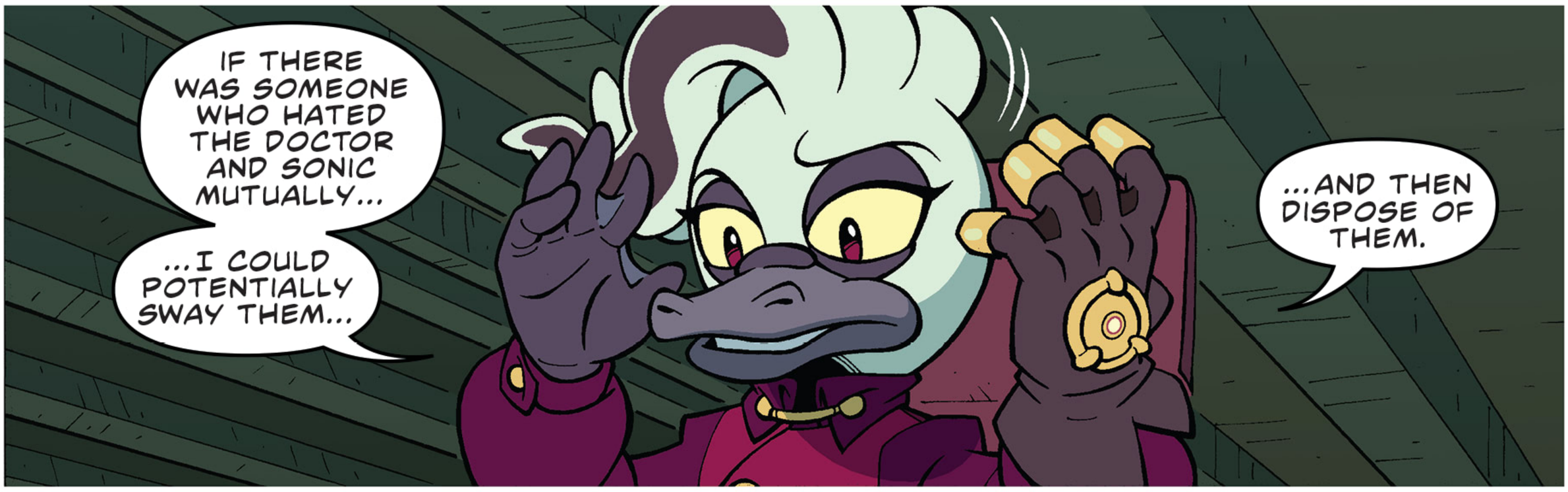

I NEED A REPLACEMENT THAT ALLOWS ME TO COMPETE EVENLY WITH MY ENEMIES.
MY HEEL SPURS AREN'T SUFFICIENT. I HAVE SOMETHING ELSE IN MIND...


...BUT IT REQUIRES RESOURCES I CAN'T OBTAIN AS I AM. WHICH BRINGS ME BACK TO THE PRESENT CONDITION.
I REITERATE: ROADBLOCK.

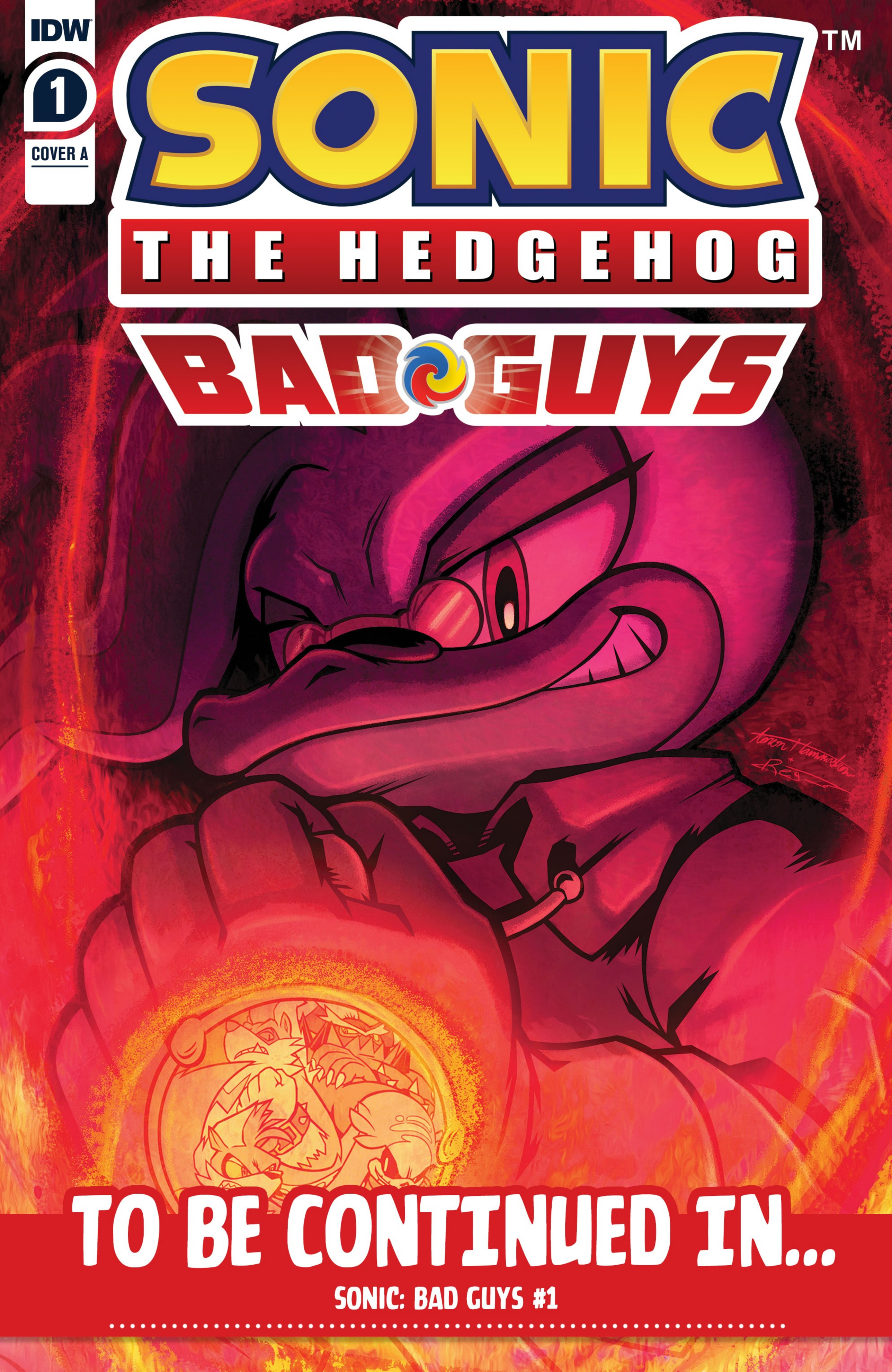

I MUST PERSEVERE.
DR. EGGMAN'S AMBITIONS WILL NEVER ADVANCE SO LONG AS HE'S CAUGHT IN HIS FIXATION ON SONIC.
IT'S UP TO ME TO BREAK THE CYCLE AND CONQUER THE WORLD FOR HIM.

WHICH IS EXPONENTIALLY MORE DIFFICULT, SINCE I AM NO LONGER IN HIS GOOD GRACES.

BADNIKS ARE LIMITED IN THEIR EFFECTIVENESS. MY PERSONAL ENFORCERS CAN'T BE COMPLETED UNTIL I HAVE THAT BASE.
I NEED HELP. BUT I'M NOT GOING TO MAKE THE MISTAKE OF A TRUSTING PARTNERSHIP AGAIN.


IF THERE WAS SOMEONE WHO HATED THE DOCTOR AND SONIC MUTUALLY...
...I COULD POTENTIALLY SWAY THEM...
...AND THEN DISPOSE OF THEM.

EUREKA.


IDW
1
COVER A
SONIC
THE HEDGEHOG
BAD GUYS
TO BE CONTINUED IN...
SONIC: BAD GUYS #1